THE ART OF

DOOM ETERNAL®

DOOM® ETERNAL

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PUBLISHER
Mike Richardson

EDITOR
Ian Tucker

ASSISTANT EDITOR
Brett Israel

DESIGNER
Jimmy Presler

DIGITAL ART TECHNICIAN
Ann Gray

SPECIAL THANKS
Michael Kochis at Bethesda Softworks
and Cary Grazzini at Dark Horse Comics.

THE ART OF DOOM ETERNAL

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CHAPTER 1

OF EARTH

Following the events on Mars that ended with a demonic outbreak defeated and the Argent facility destroyed, the Doom Slayer returns to an Earth under siege by an even greater demon threat.

Although the destruction of the Argent facility severed the bridge between worlds, new portals have emerged on Earth—and this time Hell has sent its Priests to oversee the invasion personally. As Hell's legion of war marches on Earth, its foot soldiers are led to battle by lumbering Titans, spoken of only in ancient, unholy lore. Facing an insurmountable opponent, the united armies of Earth are powerless against the forces of Hell and helpless in the rapture's wake.

Facing a battle far greater than anything seen on Mars, the Doom Slayer sets out to reunite with the scattered remnants of his fellow Night Sentinels and reclaim the relics of ancient Sentinel technology. Somewhere within the ruins of the fallen Sentinel kingdom reside weapons forged in eons past, created to hold the line against the armies of Hell.

DOOM SLAYER

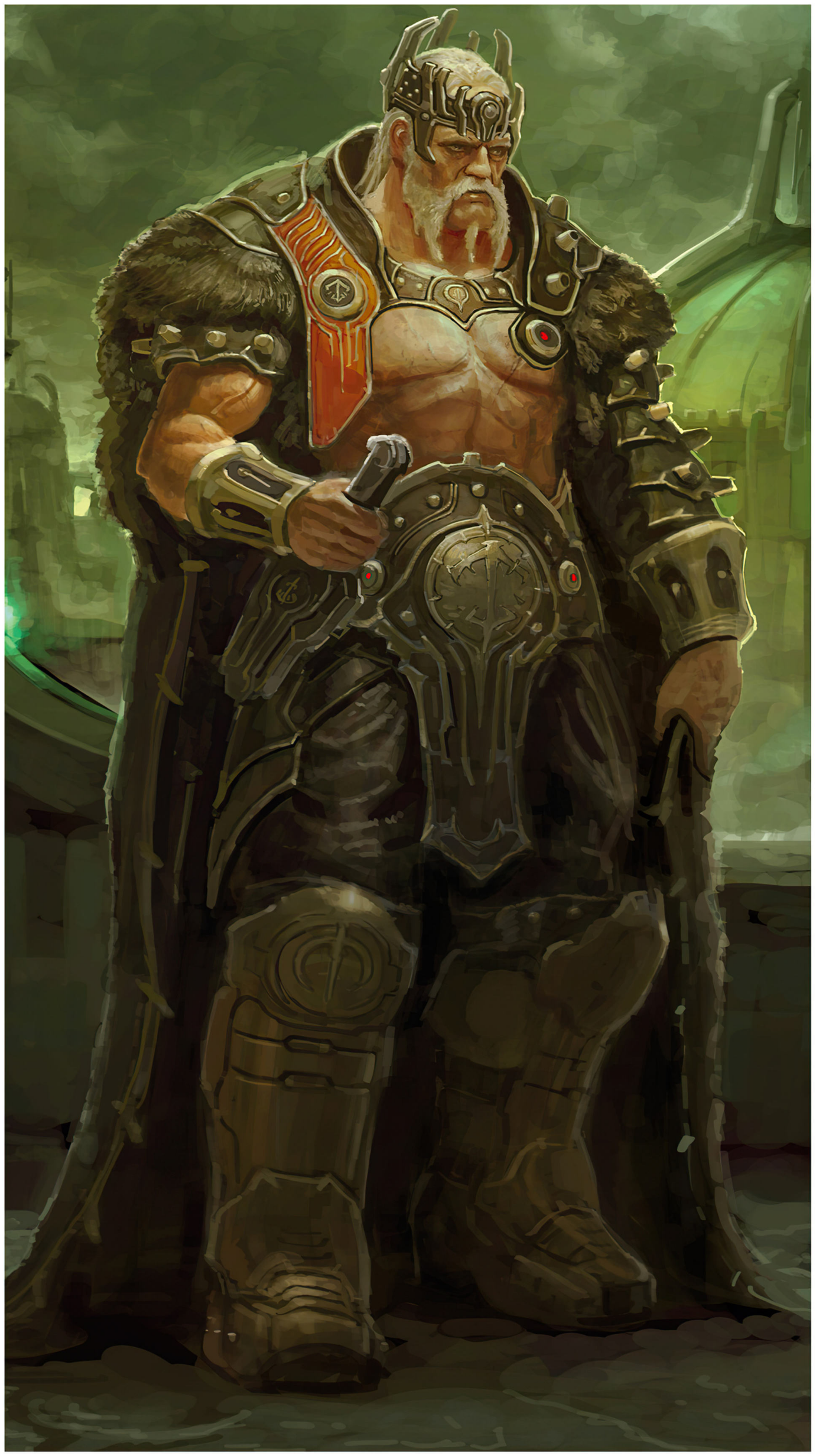
AFTER ESCAPING HIS TOMB found on the scorched rock of Kadingir Sanctum and successfully containing the demonic outbreak on the surface of Mars, the Slayer is once again cast into the void following his confrontation with the humanoid cyborg Samuel Hayden.

As a new demonic threat erupts on Earth, the Slayer reemerges, his iconic Praetor Suit modified and upgraded for increased mobility and destructive capability. For the Slayer, it is a battle that has continued for an eternity, a fight that can only be won by confronting his past if he hopes to stop history from repeating itself.

[opposite] Doom Slayer—Alex Palma / [above] Doom Slayer face and helmet—Alex Palma

Doom Slayer render—Denzil O'Neill

[above] Doom Slayer in armor—Alex Palma / [below] Doom Slayer no helmet—Alex Palma



SENTINEL KING

THE SENTINEL KING has ruled over Sentinel Prime for many years as its warrior patriarch, ordained protector of the sovereign Sentinel worlds. The Sentinel people, defined by a legacy of war, deem only those of the warrior caste fit to rule, and in times of battle it is expected that the king should lead from the battlefield rather than from the safety of the throne. As it is written in Sentinel law, a king unfit for battle is likewise unfit to rule.

For millennia the Sentinel people have secured their civilization against the threat of invasion from beast and human alike, passing the mantle of battle to each subsequent generation and refining the craft of war into an art of ultimate mastery. Even in times of peace, the Night Sentinels remain vigilant, developing new technologies of conquest to secure their dominion across the sovereign worlds.

[opposite] Sentinel King ideation—Alex Palma / [above] Sentinel King—Alex Palma

NIGHT SENTINELS

THE NIGHT SENTINELS are the most elite fighting force of the Sentinel military. Specialists in demon slaying, the Night Sentinels are renowned for their fearlessness and skill in combat.

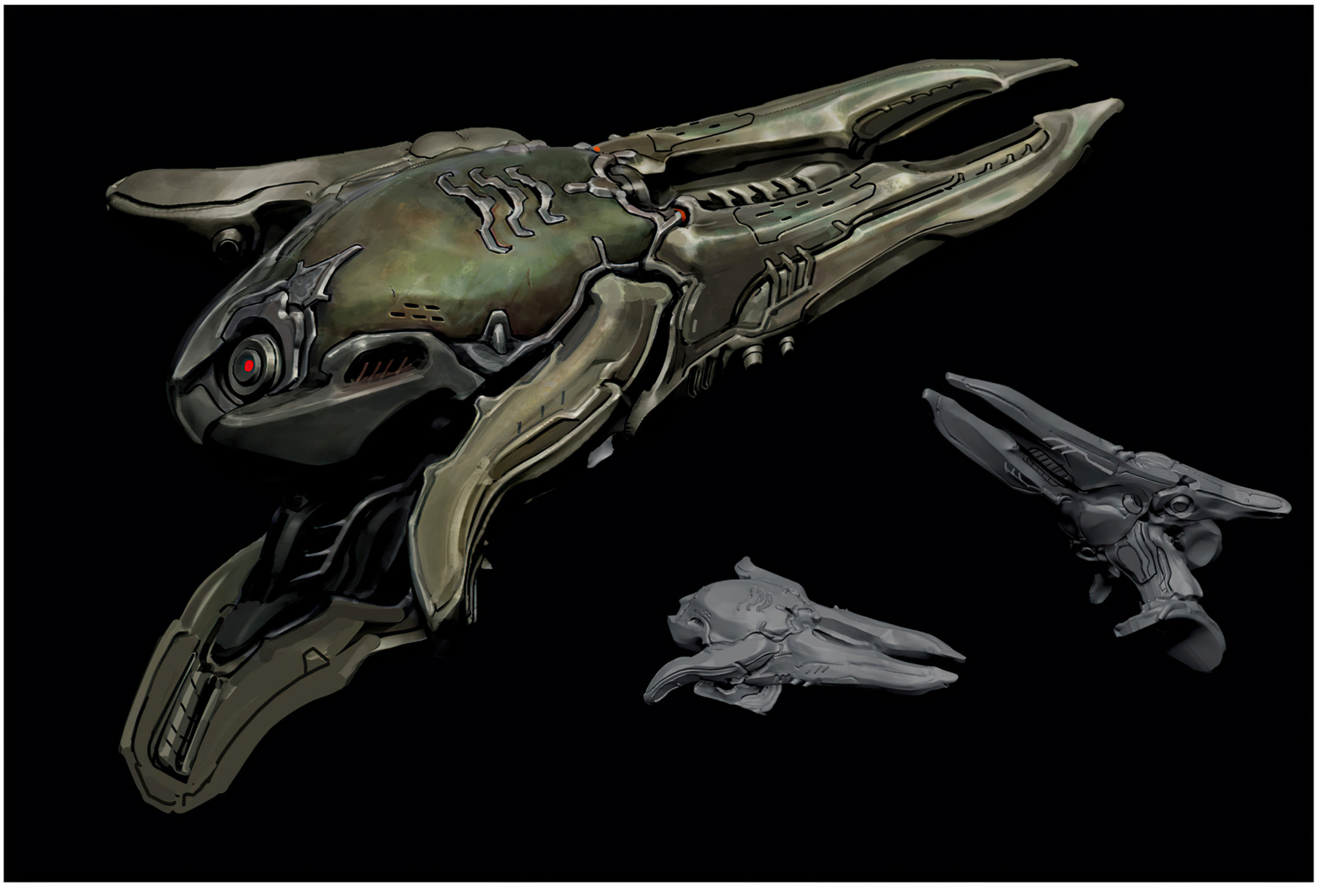
Hand selected at an early age, potential Night Sentinels are subjected to brutal rites of passage and a lifetime of constant, strenuous training. They are molded into warriors, born to fulfill their sole purpose as unrelenting guardians of the Sentinel world.

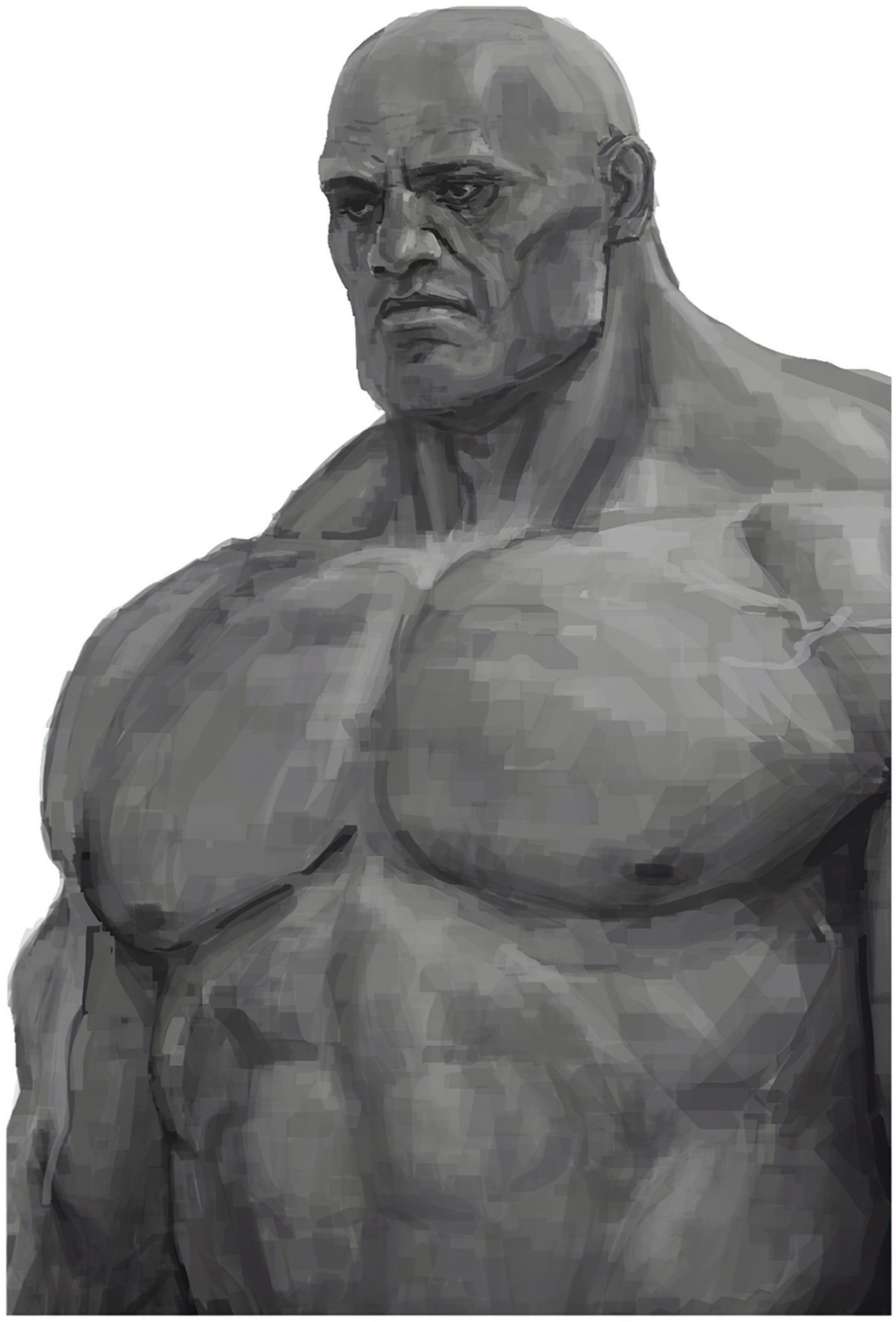
[opposite] Night Sentinel—Emerson Tung / [above] Night Sentinel ideation—Emerson Tung

SENTINEL SURVIVOR

AFTER YEARS OF PROLONGED WAR against the threat of demonic invasion, Argent D'Nur launched an offensive strike across dimensions, sending their greatest warriors into the heart of Hell itself. Despite their training and preparedness, the Night Sentinels were caught off guard in enemy territory. Betrayal at the highest levels of command left Argent D'Nur's bravest warriors cut off and abandoned in the Hellscape. Those who survived were scattered across the hellish world, left behind with no means of escape.

But of these last Night Sentinels, only one remained in Hell by choice—the Survivor. Betrayer of the Argenta, it was the Survivor who relinquished the keys to the Elemental Sepulchre in return for his son's resurrection. Haunted by demonic visions, he was plagued and pushed toward madness by the image of his son's tortured existence. In a moment of weakness he fell prey to the demon's trickery, sealing the fate of Argent D'Nur and dooming the kingdom he'd sworn an oath to protect. The Survivor chose exile in the Hellscape for his treachery.





[opposite] Sentinel Survivor / [above] Sentinel Survivor detail callouts—Alex Palma

CHAPTER 2

FROM HELL

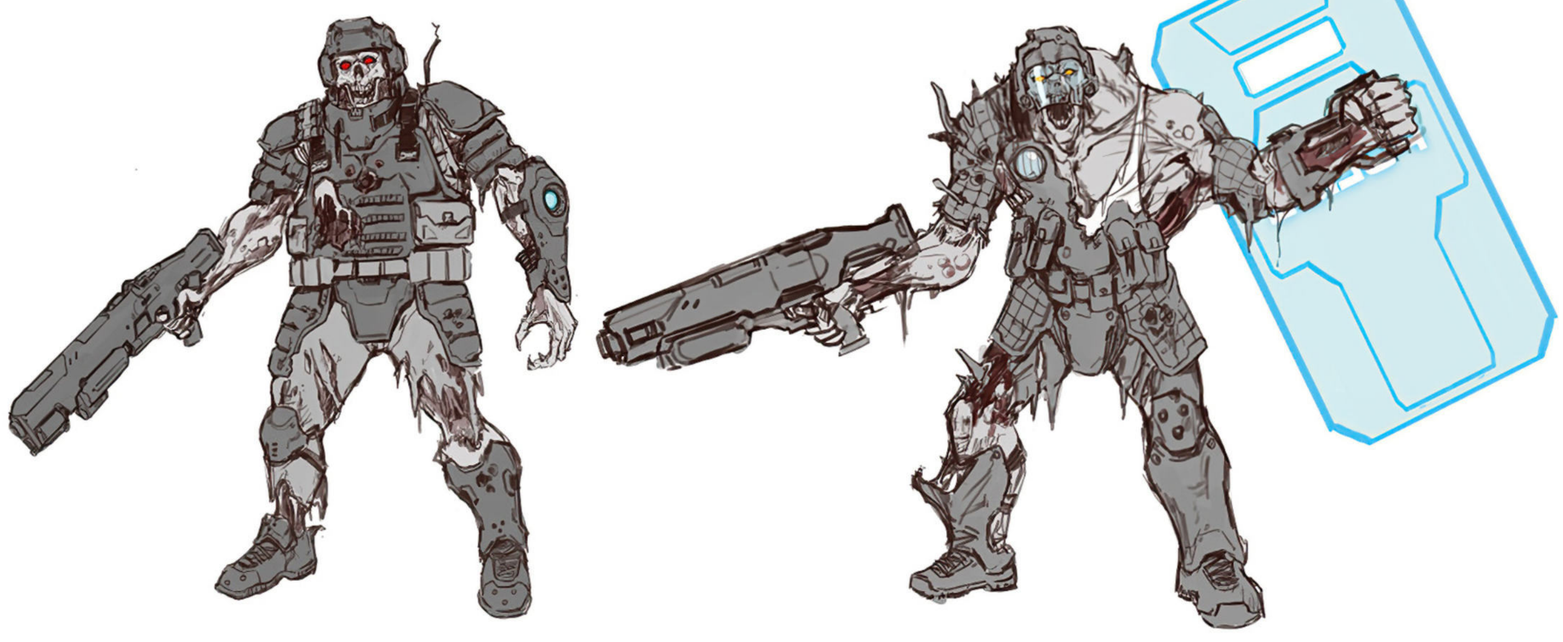
As the forces of chaos made their descent on Earth, a dark plan began to reveal itself, uncovering the guiding hand at work in Hell's assault.

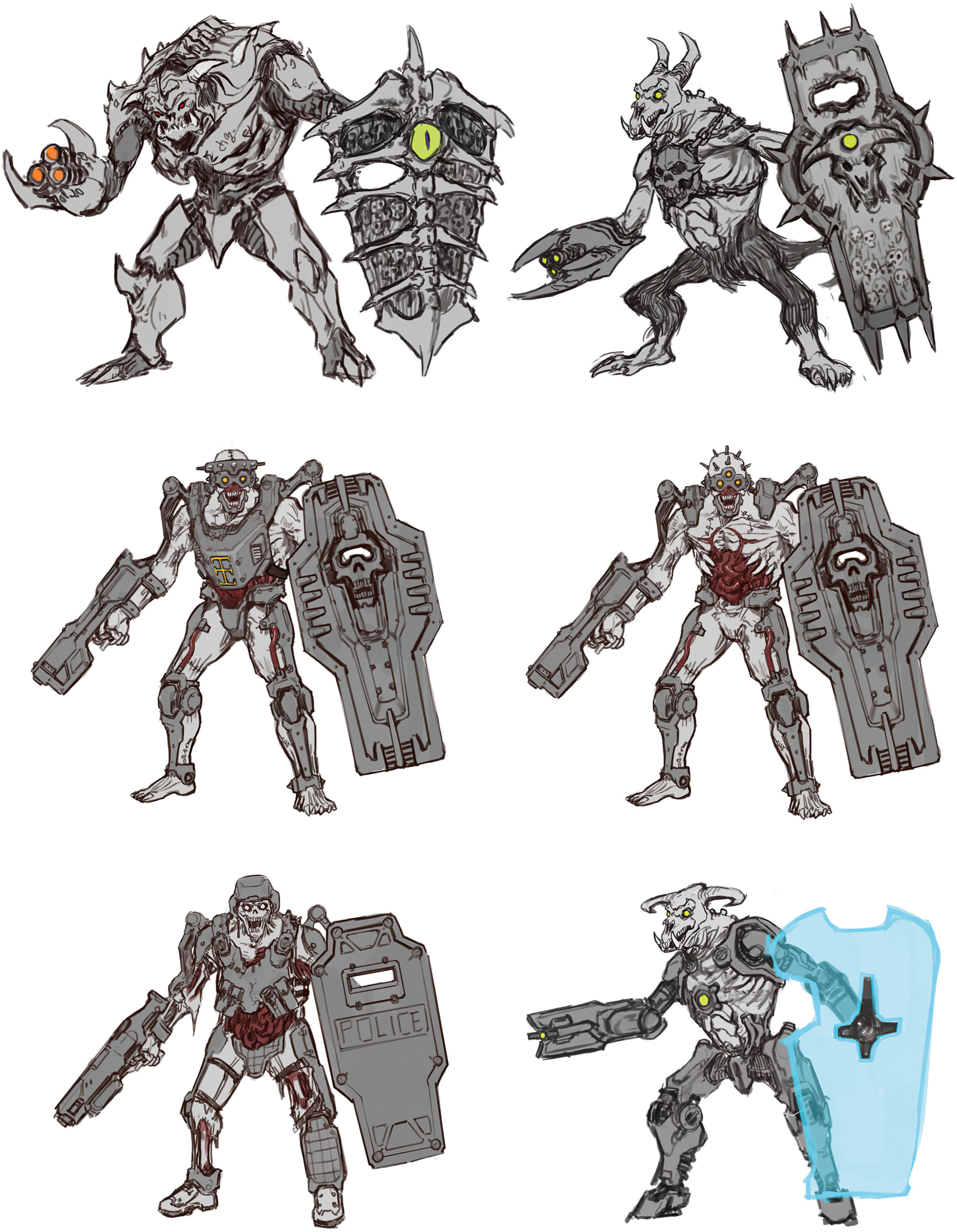
With their connection to the Argent breach severed, Hell's legion turned its sights to Earth—a planet abundant with human souls, the single resource for which Hell has an insatiable need. As the armies of the undead appeared on Earth, they did so under the command of the Hell Priests, dark viceroys that have long sworn off any semblance of devotion to humanity. Atop temple-crowned Titans, the Priests ravaged a helpless Earth, laying waste to its defenses and enslaving its people.

In doing so, the Priests would fulfill their black covenant—for Hell was not alone in its conquest of Earth. The silent Maykrs, arbiters across countless dimensions, shared a pact with Hell, a calculated risk and a mutually fortuitous arrangement, for which Earth would serve as the bargaining chip . . .

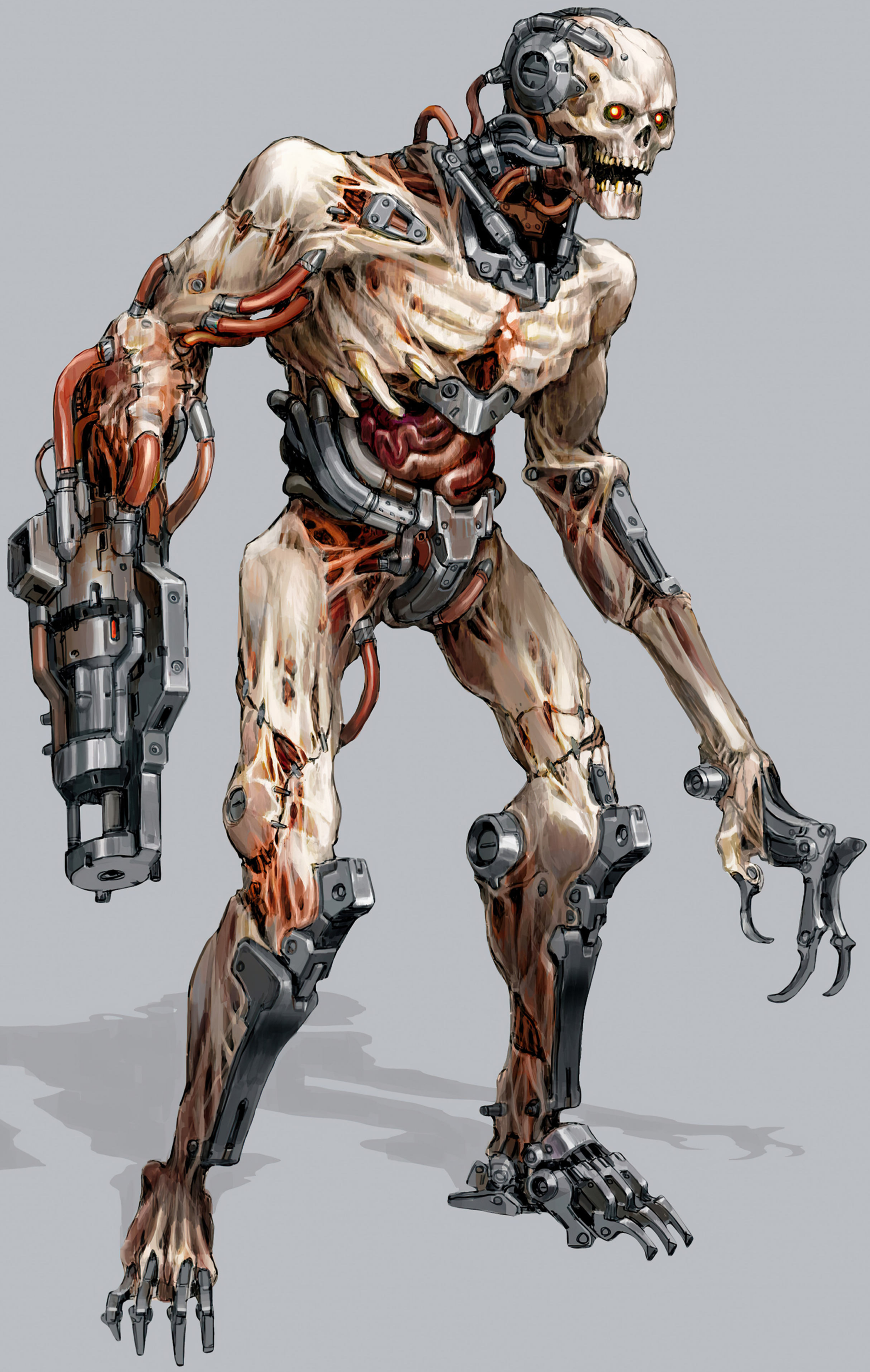
SOLDIERS

ONCE THE FRONTLINE infantry fighting to protect Earth from the demon invasion, the Hell soldiers have been claimed by darkness and turned against their fellow soldiers in the midst of battle.





[opposite] Hell Soldier / [above] Soldier ideation—Emerson Tung



ZOMBIES

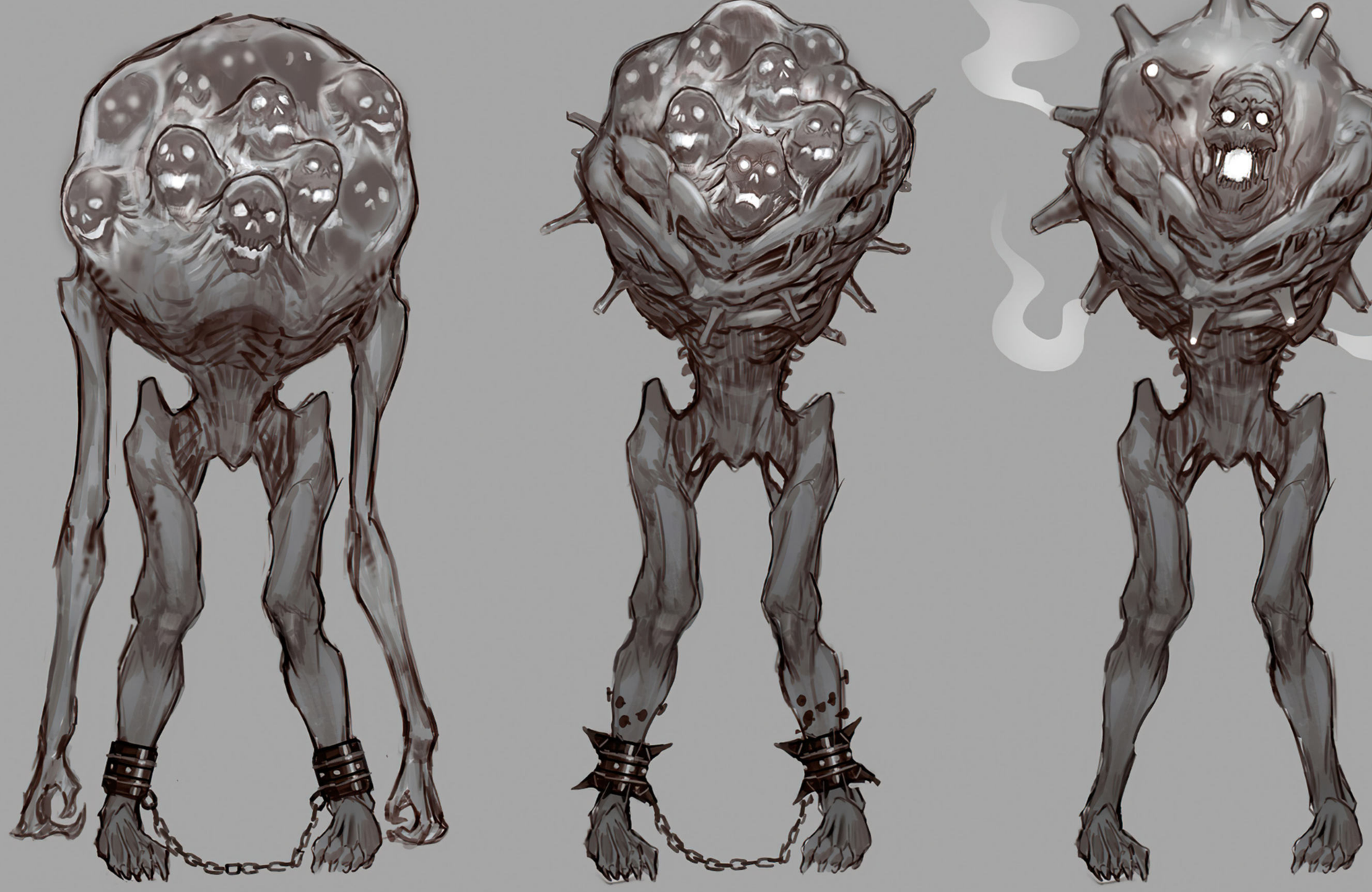
POSSESSED BY THE INFLUENCE of Hell, these once-human underlings in Hell's ranks are those that have been corrupted and deceived by its power, forsaking their own humanity. Those who have fully succumbed to Hell's control cannot be saved, becoming mindless, grotesque contortions of their former selves.

[opposite] Cyber-Zombie / [above] Zombie ideation—Jon Lane

[left] Zombie Scientist / [right] Zombie Scientist ideation—Emerson Tung

[top left] Zombie Scientist—Field Leisner / [top right] Hell Zombie—Emanuel Palalic / [bottom] Zombie, Cyber-Zombie—Denzil O'Neill

[above] Explosive Zombie / [below] Explosive Zombie sketches—Emerson Tung



Explosive Zombie ideation—Emerson Tung

PAIN ELEMENTAL

AN ABHORRENT CREATION of the Umbral Plains, the Pain Elemental is descended from the primal, abominable depths of the demon world. Knowing only its own torment, the Elemental is cursed to forge Lost Souls within the fiery pit of its gut—a process that is excruciating and without end for the duration of the creature's miserable life. The Elemental's only reprieve from its own agonizing and torturous existence is the projection of suffering into the world. For this reason, the Pain Elemental reaps great satisfaction from killing indiscriminately, destroying its environment, and inflicting misery on the innocent.

[opposite] Pain Elemental / [above] Elemental back and gore / [below] Elemental FX—Jon Lane

ARACHNOTRON

ARACHNOTRONS ARE BUILT with genetic material recovered from the remains of the original Spider Mastermind, then fused with deadly machinery. While its actual body exhibits limited mobility, the oddly cerebral qualities of the Arachnotron make it a prime candidate for the impulse-controlled prosthetic frame that it now permanently inhabits.

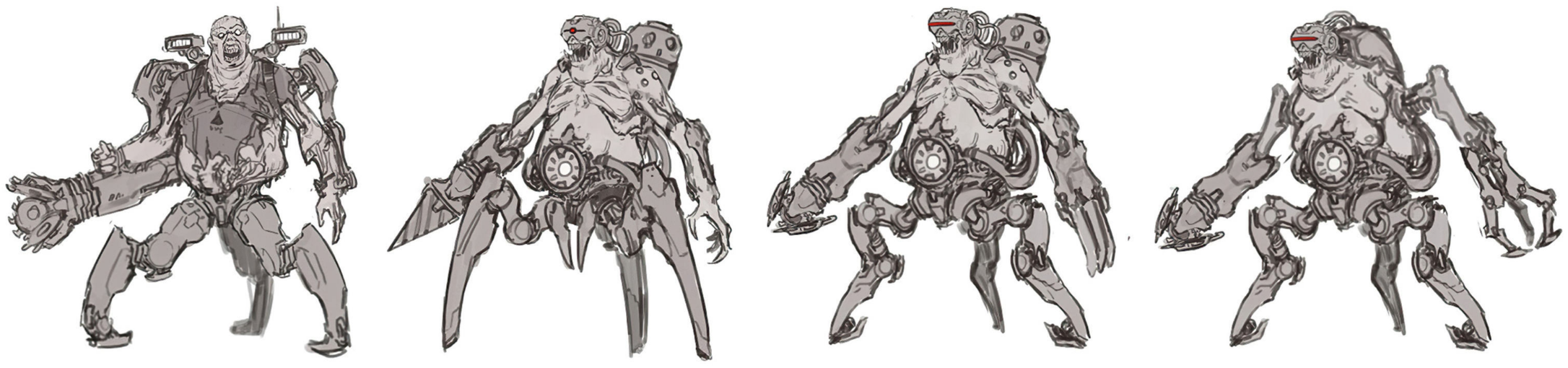
The UAC facility responsible for the Arachnotron's creation, intending to engineer and weaponize demons of its own design, was overrun after an outbreak occurred at its assembly plant, killing everyone inside. The facility, still operating under the directive of the administrative AI, continues to manufacture Arachnotrons autonomously.

[opposite] Arachnotron / [above] Arachnotron orthos—Alex Palma

ARCHVILE

FORGED FROM HELLFIRE, the Archvile is feared among lesser demons for its innate ability to channel and manipulate the unholy powers of Hell magic. Descended from the eldest race of demons, the Archvile has long held a place within the ruling caste of high-born demon lords. Possessing superior intellect among the demon ranks, the Archvile's psychomancy powers make it a natural-born ruler of the savage and primitive beasts of Hell, capable of bending weak-minded underlings to serve its will.

[opposite] Archvile / [above] Archvile ideation sketches—Jon Lane



CARCASS

THE PRODUCT OF INHUMAN BIOMECHANICAL engineering, the Carcass was created in the remote labs of the Cultist enclave. Neither truly living nor dead, it exists in a state of partial reanimation—its cybernetic armature simulating a living impulse within a decaying organic host. Devised as a means of extending a soldier's usefulness in combat after death, the unliving host can only be destroyed by severing the body from its cybernetic implants.

[opposite] Carcass / [below] Carcass ideation—Emerson Tung / [above] Carcass renders—Emanuel Palalic

MANCUBUS

THE MANCUBUS, a hulking behemoth of the demon world, is notably different from those of its kind first encountered by the UAC expedition team on Mars. Unlike its brethren, which had a naturally occurring armored carapace, this variation shows clear signs of manmade modifications. Armor-plating augmentation to its exterior and a sophisticated arm-mounted weapon system indicate a clear intent to upgrade and weaponize the fighting capacity of the Mancubus, whose heavy stature and resilience make it a formidable threat in battle.

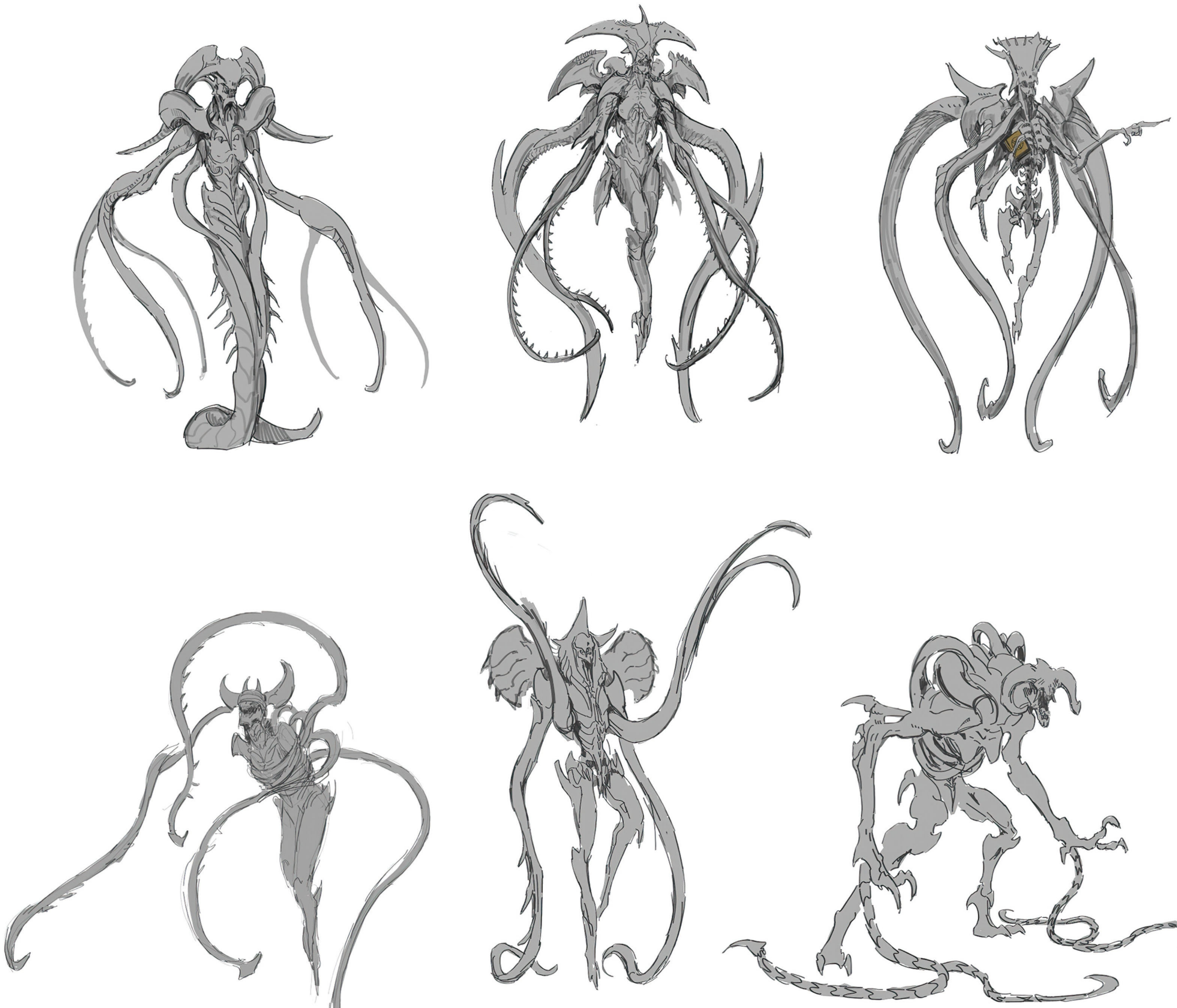
[opposite] Mancubus and Cyber-Mancubus—Alex Palma / [top] Mancubus renders—Field Leisner / [bottom] Manucubus corpse—Alex Palma

WHIPLASH

A SCAVENGER OF THE HELLSCAPE, the Whiplash creature was first discovered by UAC expedition teams in the black desert of the Sanctum Wastelands. These elusive, serpentine demons move with speed and agility, capable of striking from a distance with retractable blade-whips concealed within their forearms. This particular demon breed became an object of interest to the UAC engineers on Earth, but attempts to capture live specimens of this nimble and unpredictable creature proved to be exceptionally dangerous. After successfully acquiring one specimen, researchers implanted it with cybernetic augmentations designed to enhance the Whiplash's innate strength and lethality.

[opposite] Whiplash front / [above] Whiplash back view and ideation—Alex Palma

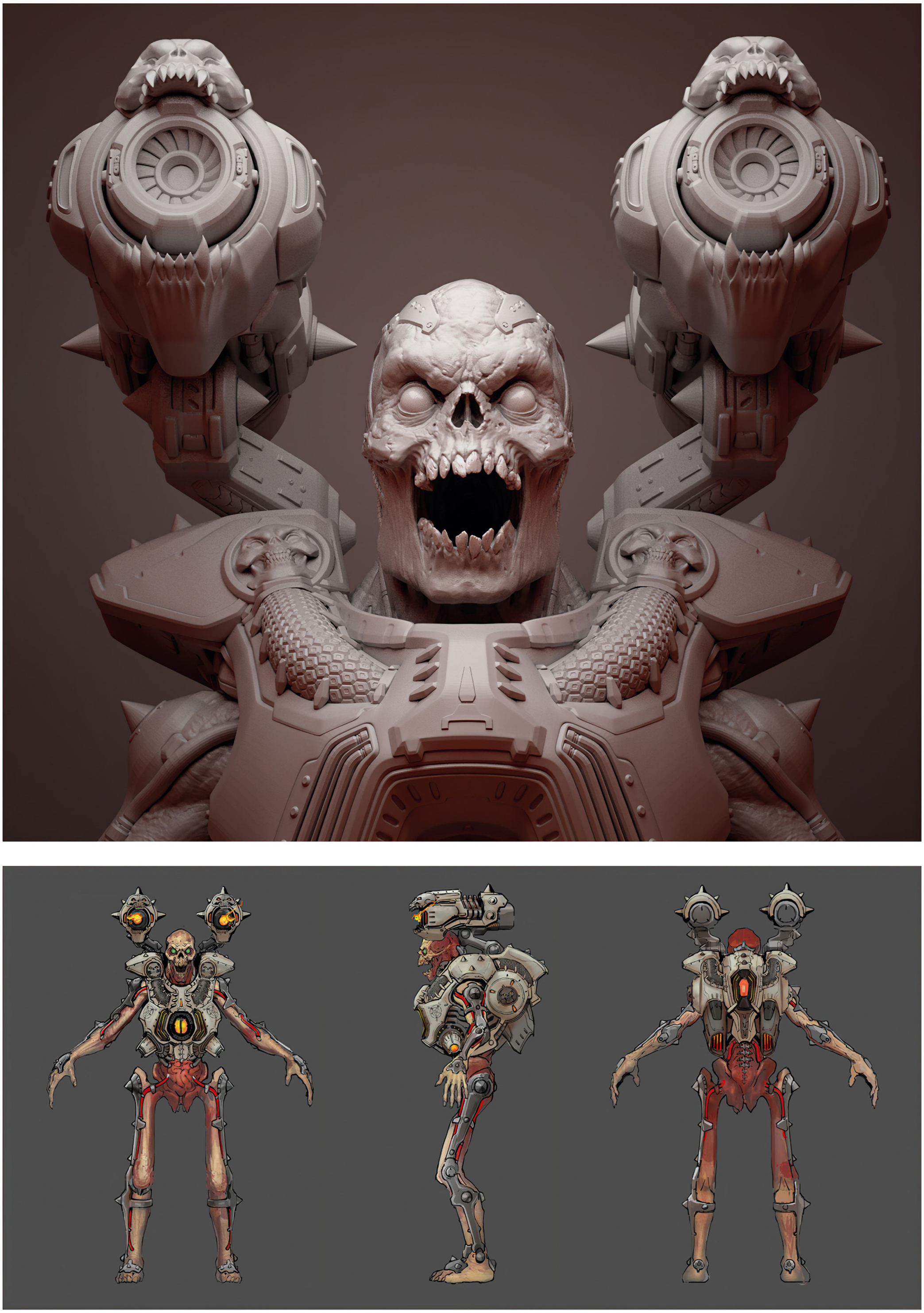
Whiplash render—Peter Boehme



Whiplash ideation sketches—Alex Palma

REVENANT

THE REVENANT PROGRAM, a bioweapon experiment utilizing reanimated necrotic human tissue, was believed to have been destroyed with the collapse of the UAC facility on Mars. However, the newly emerged Cultist enclaves on Earth—former UAC divisions now under Hell's direct control—have begun work on a second wave of production of the Revenant program. While much of the platform's existing weapon payload is preserved as originally designed, the cyberneural programming has undergone modification. Patterned signals which simulate a state of frenzied, unrestrained blood lust are wired to the host's frontal cortex. While these signals are active, the host is incapable of thinking or feeling anything but a singular compulsion to inflict death and violence on the living.



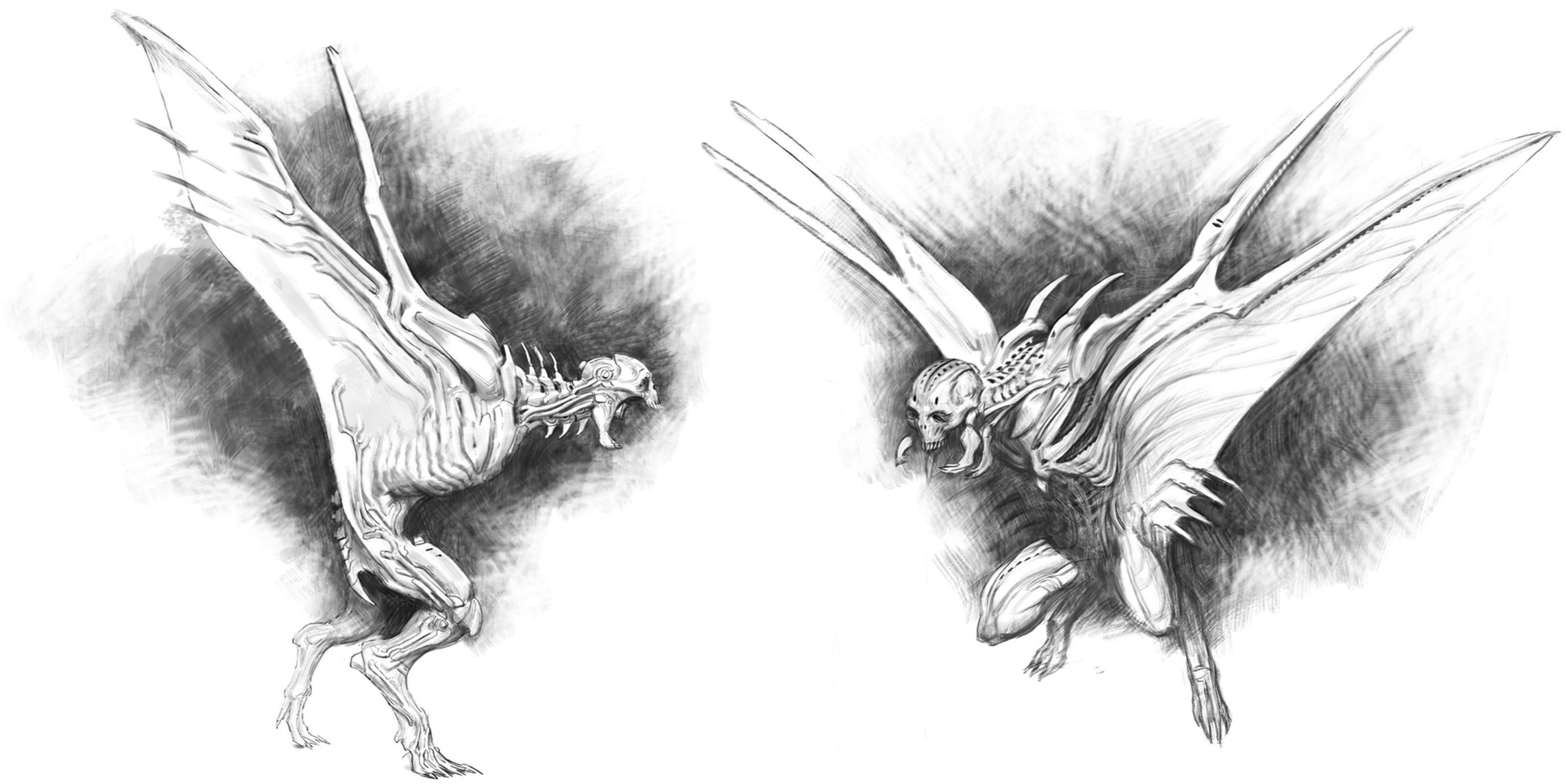
[opposite] Revenant head—Alex Palma / [top] Revenant render—Peter Boehme / [bottom] Revenant—Alex Palma

GARGOYLE

LIKE ITS IMP COUSIN, the Gargoyle is an agile, relentless pack hunter. Native to the Sentinel world, this beast has plagued the Sentinel guard for centuries. As one of the few demon breeds that could bypass the walled defenses of Sentinel Prime, the Gargoyle could appear without warning and claim hapless townspeople before disappearing into the wasteland. Only the most skilled marksman of the Night Sentinel could intercept this aerial threat, a peril which necessitates an ever-vigilant watch over the city's perimeter.

[opposite] Gargoyle / [above] Gargoyle ideation sketches—Alex Palma

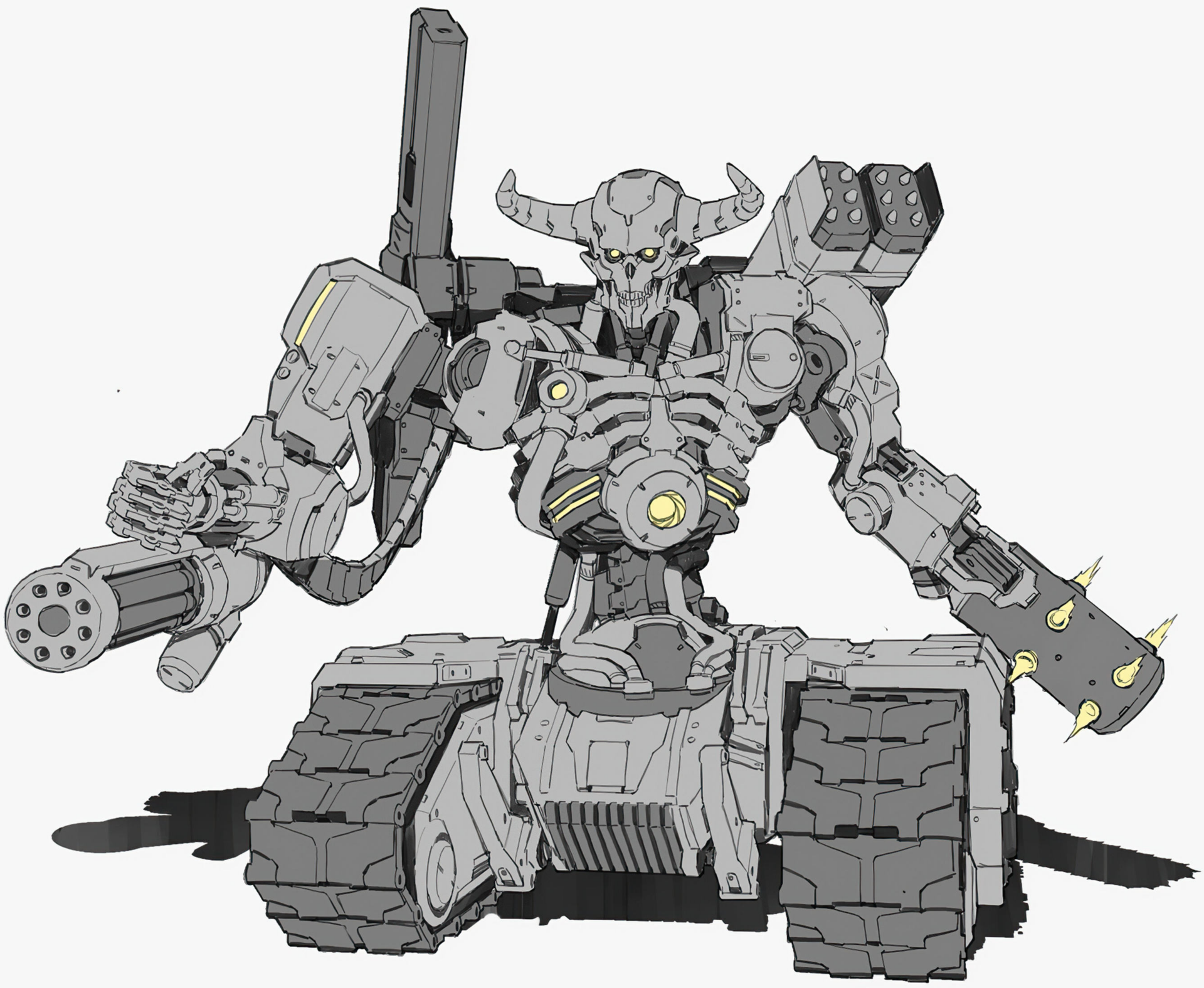
[opposite] Gargoyle—Alex Palma / [above] Gargoyle render—Emanuel Palalic / [below] Gargoyle ideation sketches—Alex Palma

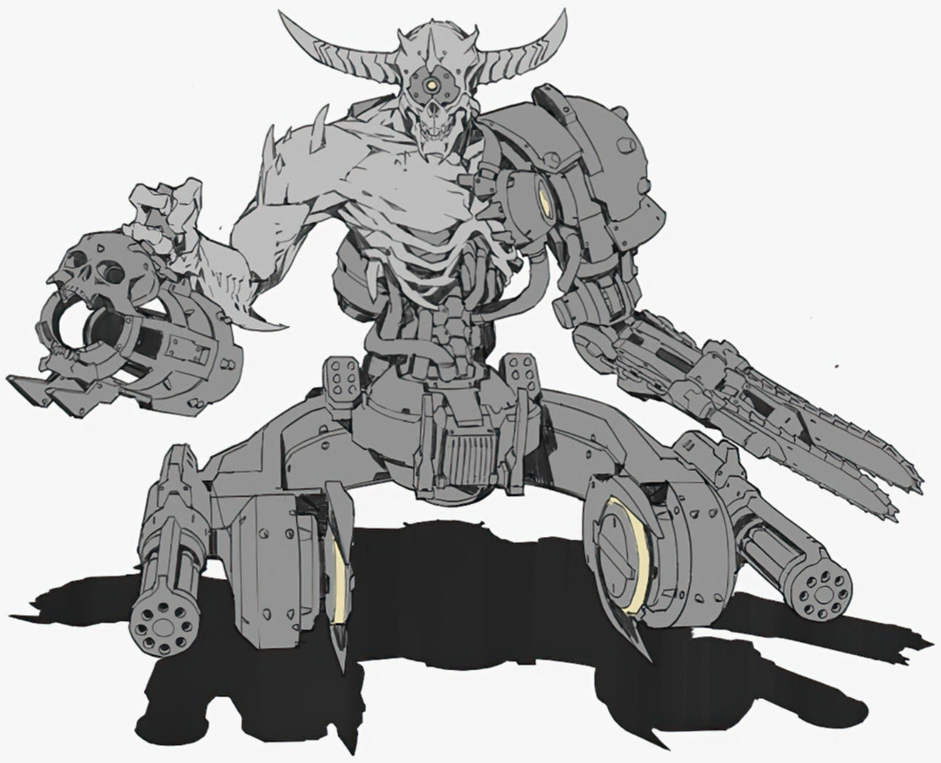


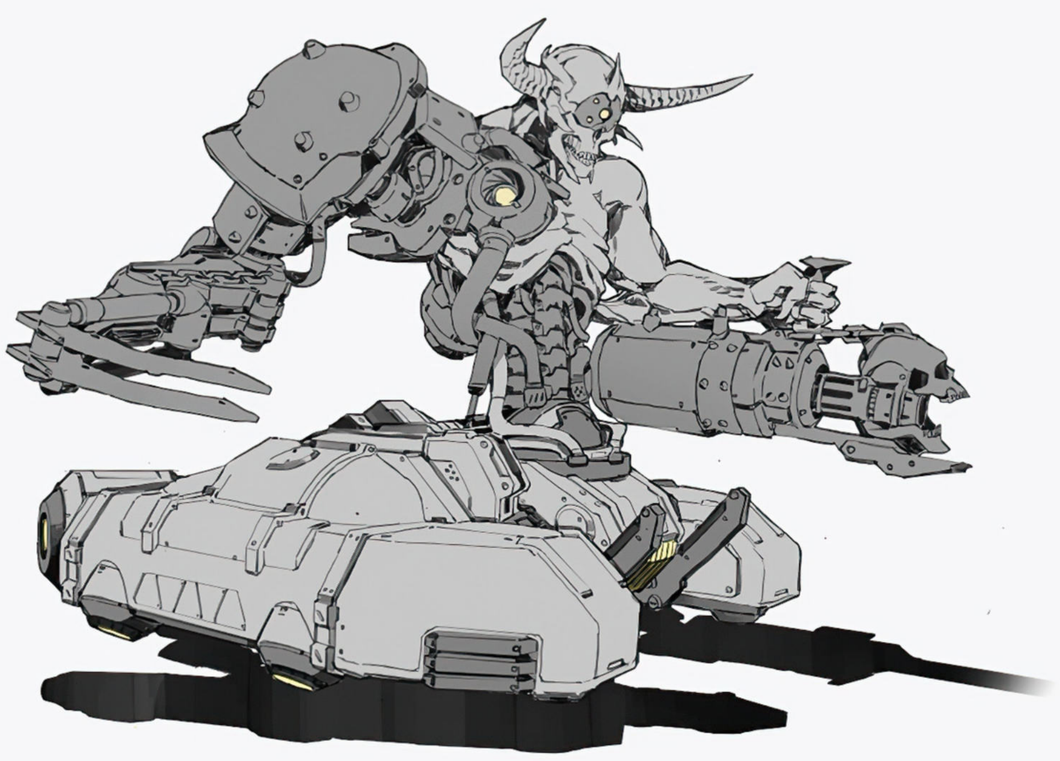
GLADIATOR

IN THE YEARS following the end of the Golden Age, competing factions of Argent D'Nur turned against one another. An insidious influence had infiltrated the Sentinel people, corrupting their once-sacred traditions. The Colosseum, once a place of trial by combat where prisoners of the Argenta were tested for the right to fight in the front lines of their army, is now a place of blood sport. In violation of Sentinel law, the Priests have encaged a demon there, a merciless executioner that enacts judgment of its own decree. The Gladiator, wielding an accursed shield which entombs the tormented soul of its undying master, remains undefeated in battle, infamous for the many lives it has claimed.

[opposite] Gladiator and Shield / [above] Gladiator ideation sketches—Jon Lane







DOOMHUNTER

AN ANCIENT RACE of beast-like hunters, the Doom Hunter was known to the Sentinel warrior as a lethal stalker of the Metal Age. Extracted from the frozen depths of the polar tundra, the Doom Hunter was uncovered during Cultist excavation in the remote Arctic. Though preserved below the frozen ice for millions of years, the unearthed remains of this creature were deemed suitable for reconstruction, becoming the subject of Cultist necroregenerative bioexperimentation. Within the remote Cultist Citadel, a high-tech ritual altar which towers over the Golgothan ruins, the Doom Hunter was ceremoniously and systematically resurrected and rebuilt. While the majority of its components are now cybernetic, it retains a high degree of mental faculty—a sentient, brutal hunting instinct augmented with the armaments of a tank division.

[opposite] Doom Hunter ideation sketches / [above] Doom Hunter

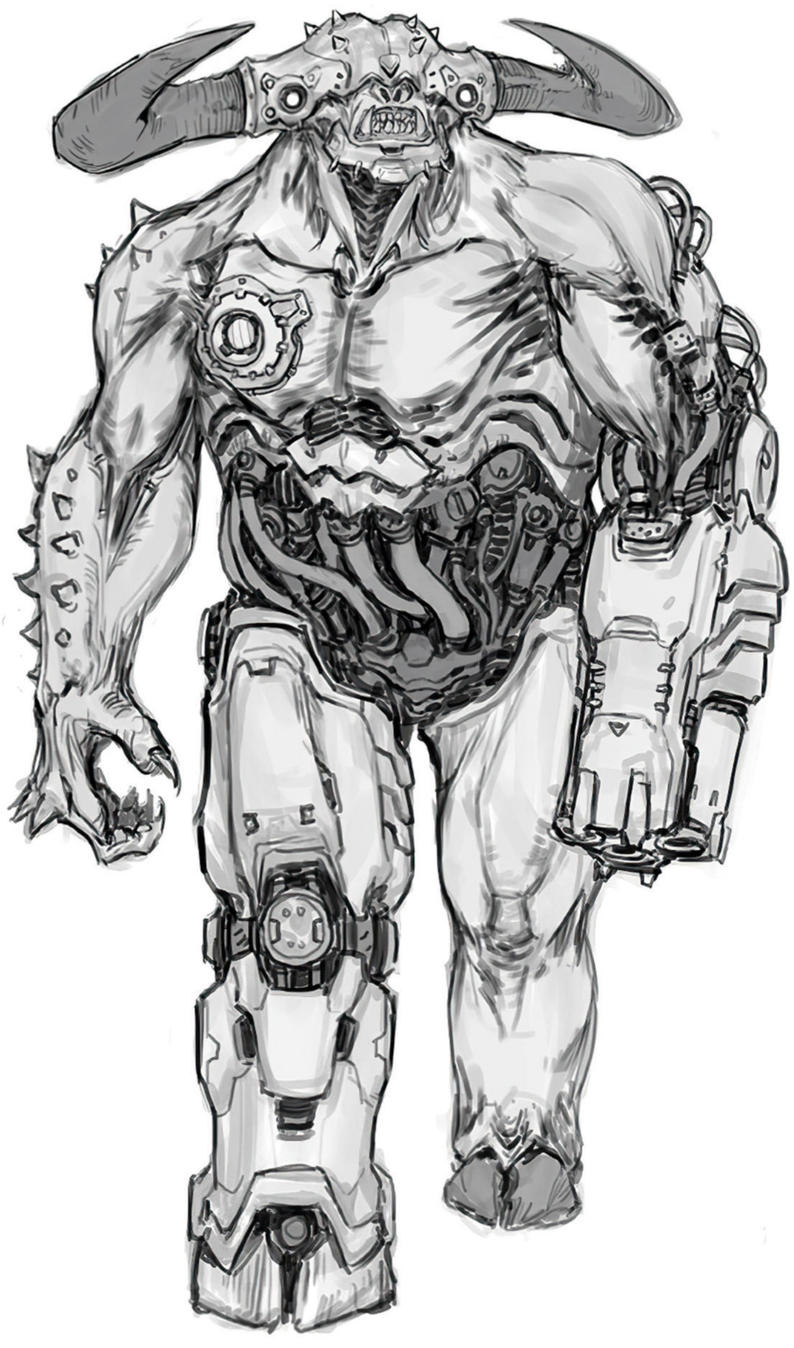
DREADKNIGHT

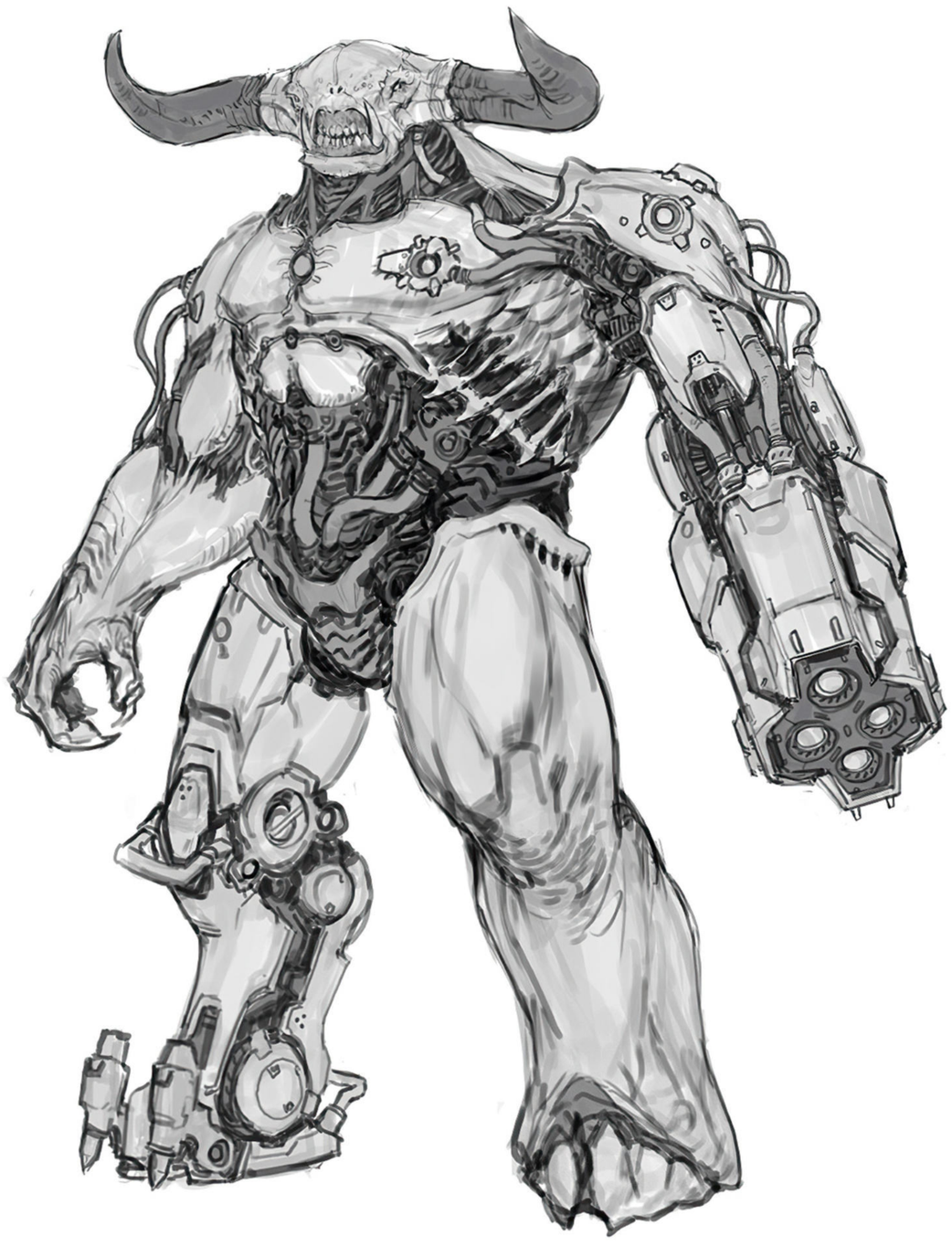
A VARIATION OF THE HELL KNIGHT BREED, the Dread Knight has been modified and hardwired for aggression. Armed with an exoprosthesis powering energy-blade augments, the Dread Knight is the lethal result of UAC Cultist engineering. Epinephrine regulators modulate the Dread Knight with an unbroken flow of rage-addled adrenaline, while its endorphin receptors have been synchronized to respond to the use of its arm-mounted blades. With each kill, the Dread Knight is injected with a flood of artificial dopamine. As a result of its augmentation, the Dread Knight is driven by a biochemically engineered state of pure, unbroken rage—a suffering for which respite can only be found in the act of the kill.

[opposite] Dread Knight—Jon Lane / [above] Hell Knight ideation / [below] Baron ideation—Alex Palma

TYRANT

DEMON LORDS OF THE BLACK SOUL PITS of Babel, the Tyrants have long served as wardens and slavers of the infernal pits. Weaponized and cybernetically altered by the UAC, the Tyrants are tasked with overseeing the collection and extraction of sin-branded human souls from the mortal world. They impose rule as ordained by the Unholy Sigil of the elder demon gods. Sadistic masters of lesser demons, the Tyrants are feared for their cruelty and malice.





[opposite] Tyrant / [above] Tyrant ideation sketches—Emerson Tung

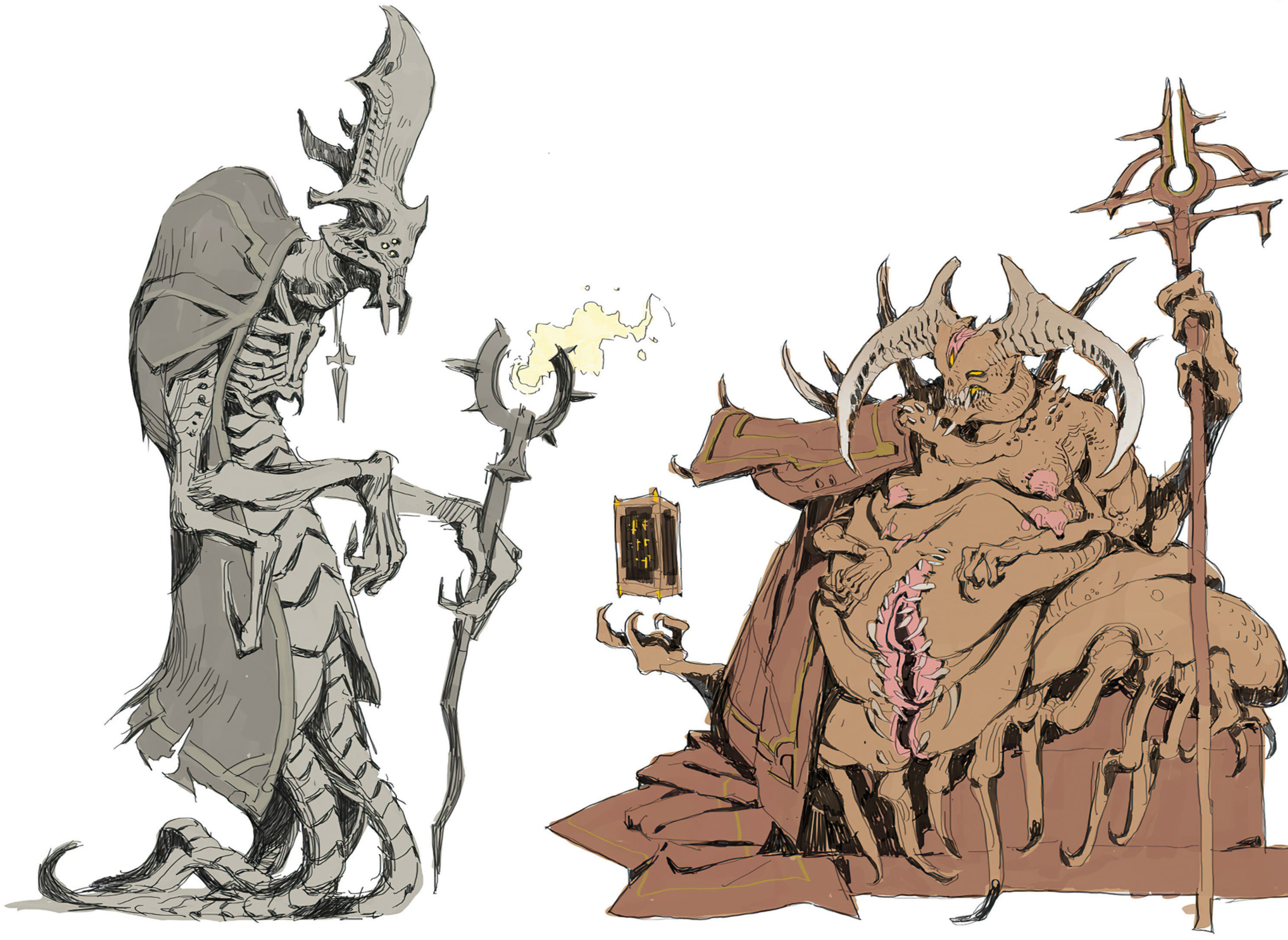
HELL PRIEST

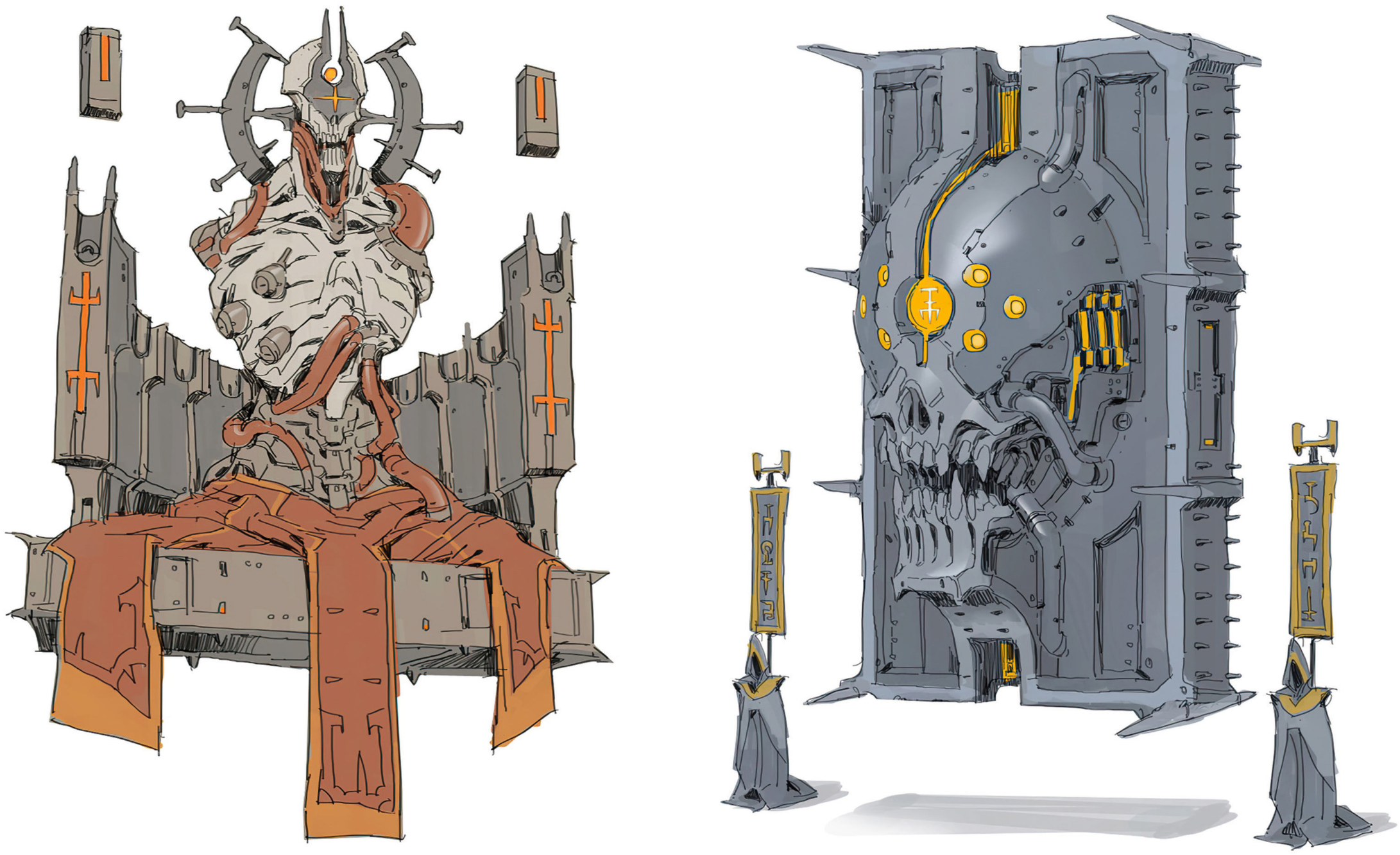
WITH THE FALL OF EXULTIA, the Sentinel theocracy began to change. It had long served as the moral foundation for Sentinel society, but its demise caused a chain reaction throughout the world. The priesthood, falling under the insidious and gradual persuasion of Hell's influence, in time abandoned the holy text and disavowed its founding doctrine. An era of corruption followed, destroying the church from within.

[opposite] Hell Priest / [above] Hell Priest ideation sketches—Alex Palma

HELL ROYALTY

THE IMMORTAL ARCHDEMONS, claiming dominion over the inner-most circles of Hell, rule as lieutenants of the Dark Lord. From the forsaken Deathlands to the formless Sloughs of Torment, all of Hell's minions submit to their behest. Most reviled of them all is Erebus—Keeper of the Spire Cities of Dis, risen from the ruins of Babel. As Slavemaster of the Damned, he rules over the cursed souls of Hell, who are sentenced to labor without end. Though their power is near absolute, the Archdemons answer without question to the Nameless One, Infernal Master and Lord of Hell, whose dominion is formless and ultimate.



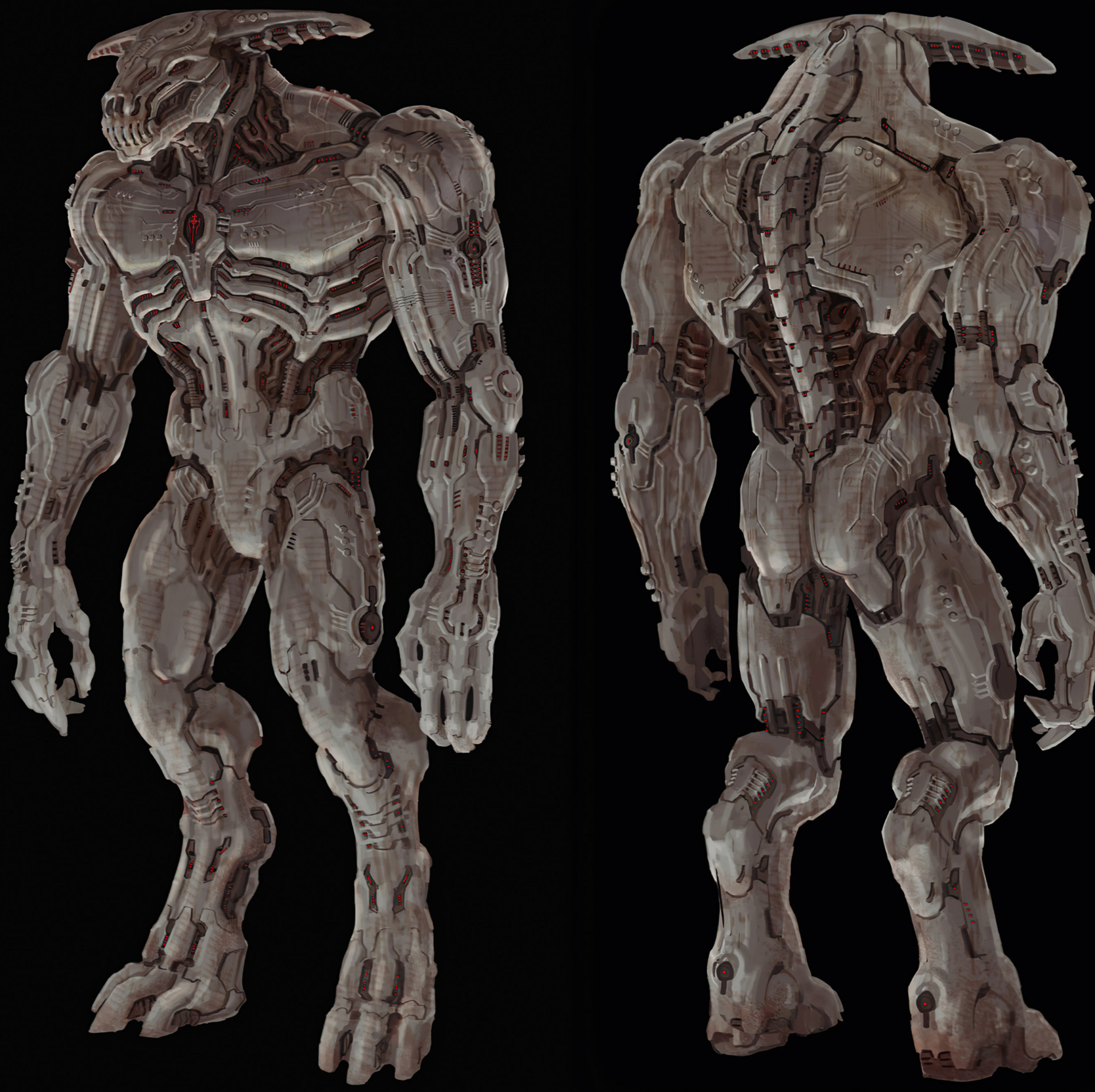


[opposite] Controller Demon ideation—Jon Lane / [above] Hell Royalty sketches—Jon Lane

ICON OF SIN

AS IT IS WRITTEN in the prophecies of ancient Sentinel scripture, the Titans—towering elder demons of the infernal age—would eventually return, unearthed from their immortal slumber. The Titans are believed to be the harbingers of the end times, primordial forces of chaos and destruction.

Born from the heart of the Betrayer's son, the Icon of Sin was given flesh by Hell's unholy design. This fearsome Titan, forged from the essence of mortal suffering, once bore a human soul—a soul now transmogrified and entombed within the still-beating heart of its former self. The Betrayer, seeking to free his son from eternal torment within the depths of Hell, made an agreement—a pact sealed by the black fates of darkness—that promised to grant his son the chance to return from death. The son would live again, but not as a human—in Hell's endless cruelty, the son was damned to become the Icon, an inhumane existence bound only to its former humanity by the now disembodied, undying mortal heart.



[opposite] Icon of Sin / [above] Icon of Sin pre-vis / [below] Icon of Sin Armored—Alex Palma

Hell Titan—Jon Lane

Maykr Deacon—Jon Lane

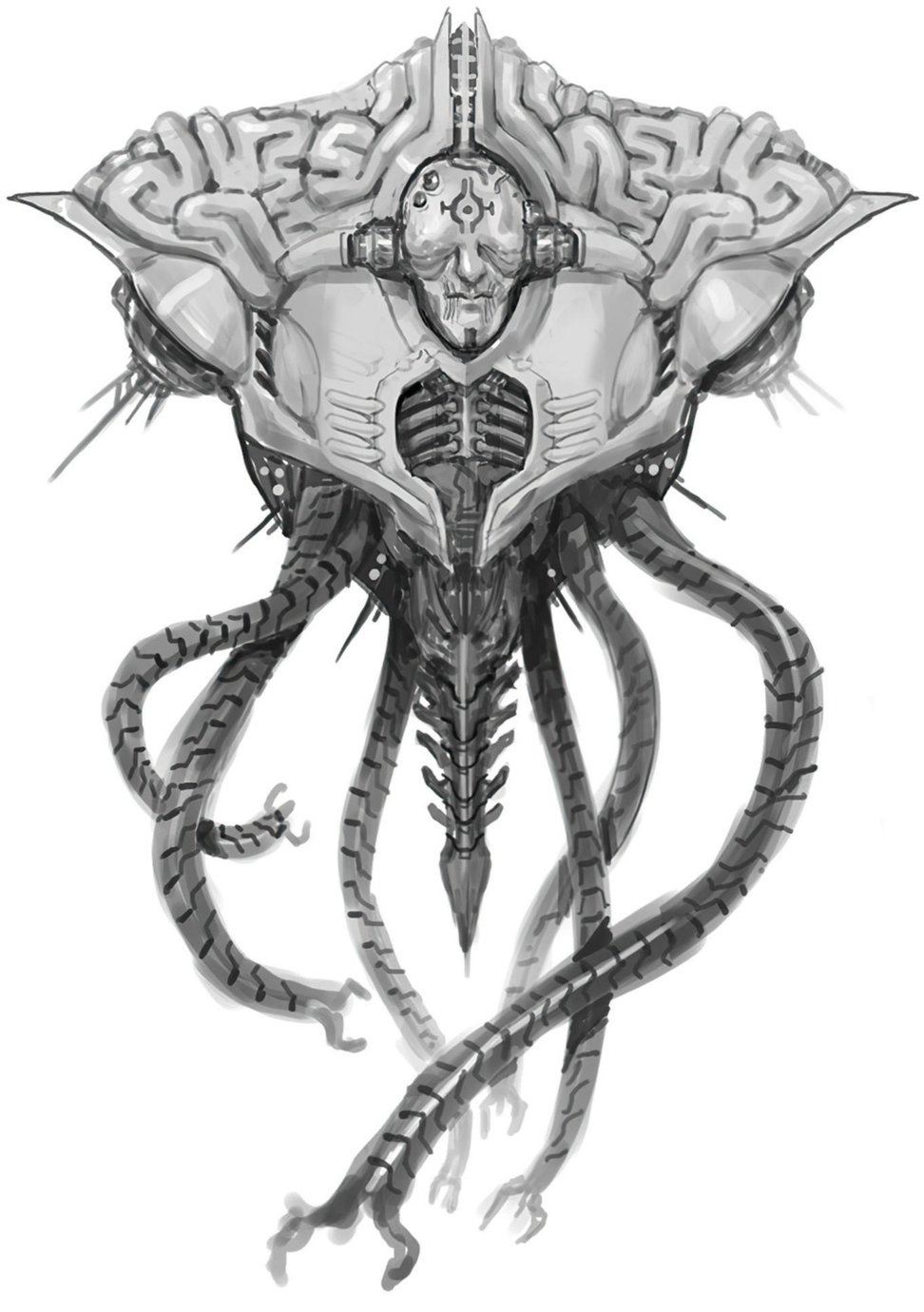
MAYKRS

WHEN THE MAYKRS FIRST REVEALED themselves to the Argenta, it was thought to be an act of divine intervention. Descending from the heavens, this mysterious race of beings brought with them the offer of eternal peace, bearing gifts of technology—which would transform the Sentinel world and bring it toward a new age of technological prosperity.

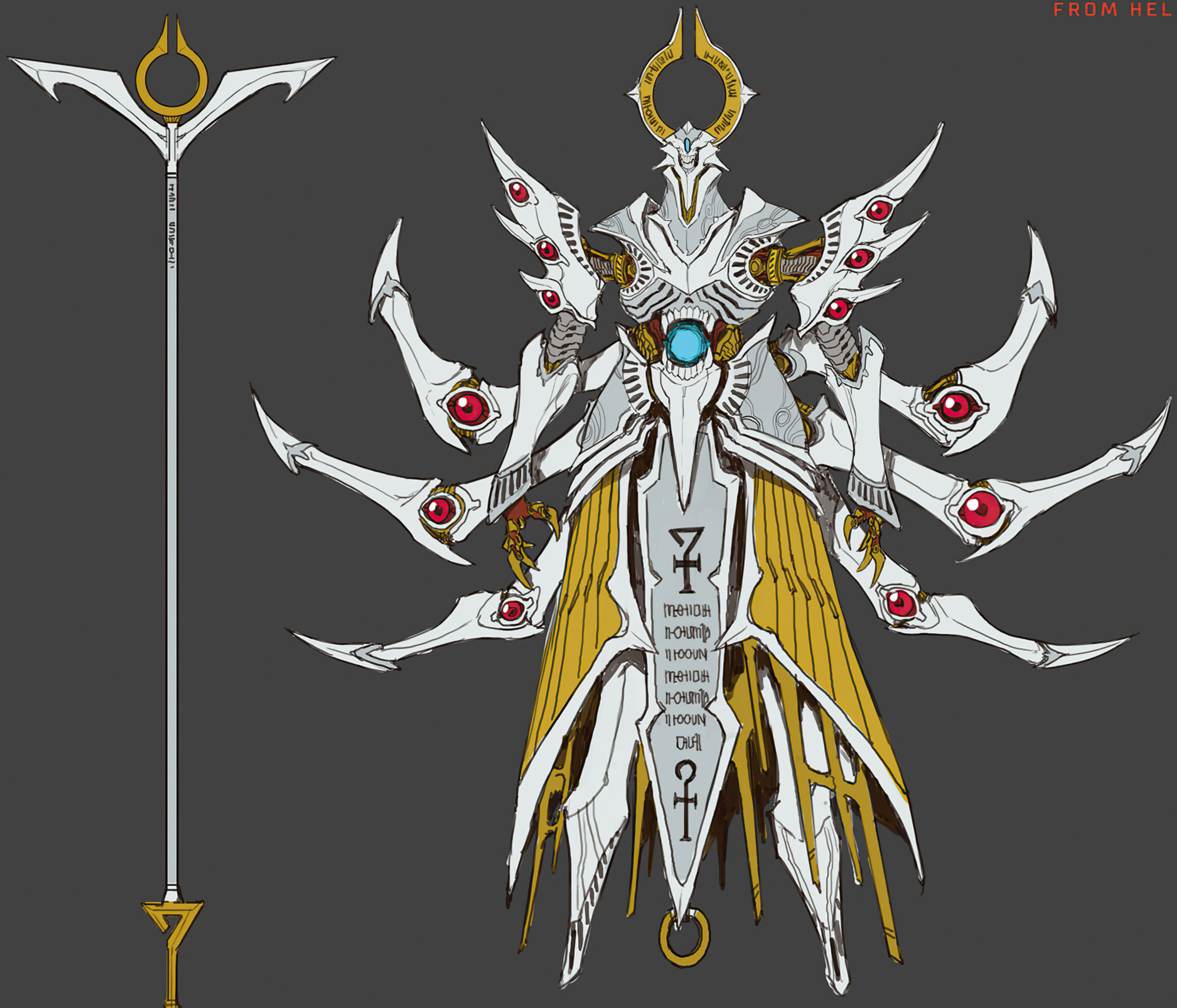
The Maykrs, while possessing nearly godlike ability, are themselves neither immortal nor omnipotent. In pursuit of greater power, it was by discovery of Argent energy that the Maykrs became capable of prolonging their lifespan. With the use of Argent, the Maykrs are able to delay the natural aging cycle that over time threatens to transform and degrade their organic bodies. At the time of death, a Maykr will go through a ritual known as the Unification, where its body is left behind and the soul is merged with the collective consciousness contained within the home world of Urdak.

The shared consciousness of the Maykrs, a neural-network matrix to which every Maykr is connected, has since its inception been dependent on the life force of the Father, the progenitor of the Maykr race.

[opposite] Maykr—Alex Palma / [above] Maykr ideation sketches—Emerson Tung



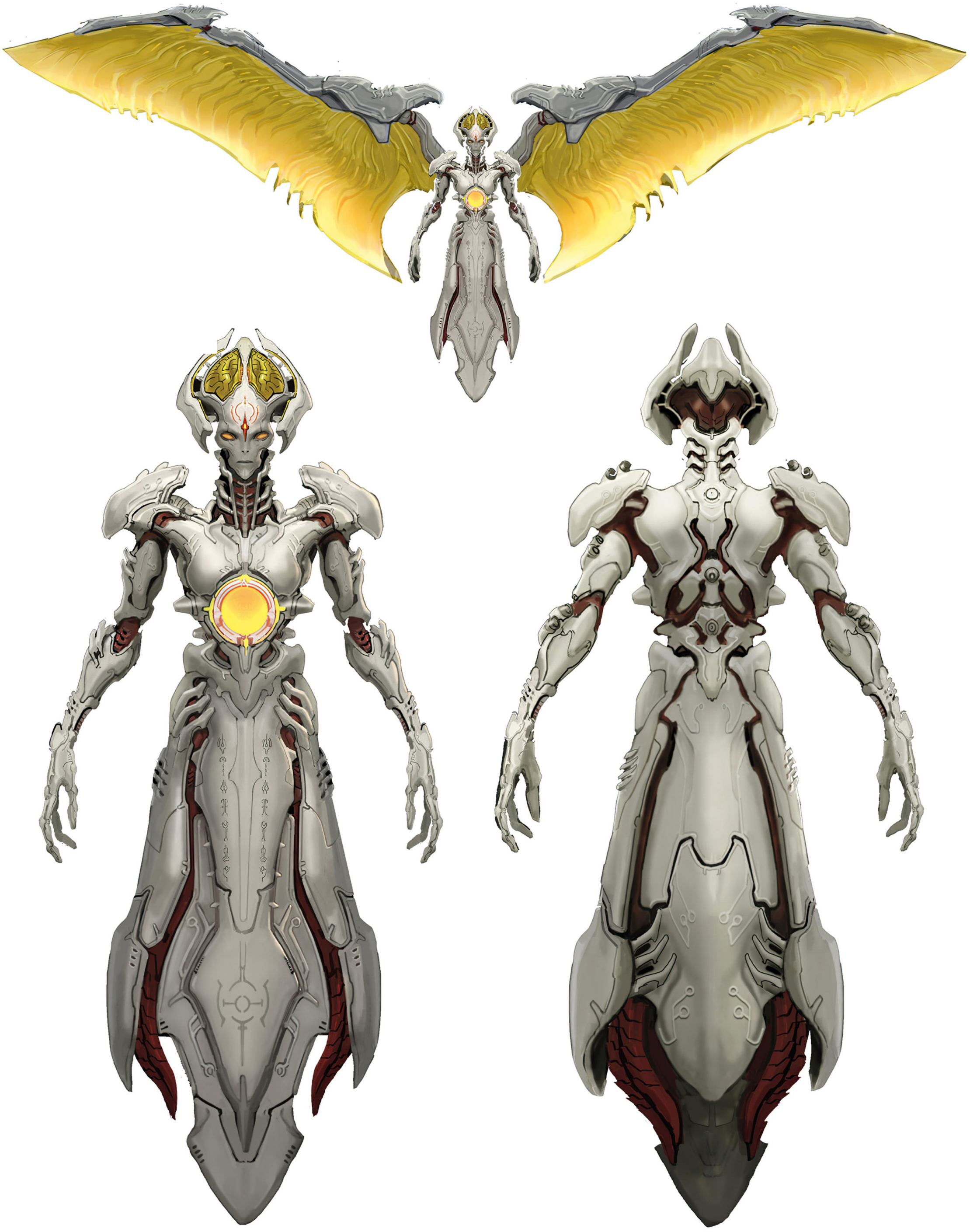
Maykr ideation sketches—Emerson Tung



[above] Maykr ideation—Emerson Tung / [below] Maykr iterations—Alex Palma

KHAN MAYKR

EVERY TEN THOUSAND YEARS, the collective Maykr consciousness, known as the Singularity, births a Khan Maykr, a supreme being bound by destiny to lead all of Urdak until the next khan is born. The Singularity, which contains the conscious soul data for every Maykr that has ever lived and died, processes and refines this data as a means of selective evolution. As the khan is hierarch of the conscious neural matrix in which each Maykr is interconnected, it is physically impossible for a Maykr to refuse the collective order of shared consciousness and disobey a khan. This system has functioned without error since the creation of Urdak, until now. With the disappearance of the Father, the Maykrs are incapable of creating a successor to the khan lineage, allowing the existing khan to hold her claim to the throne indefinitely.

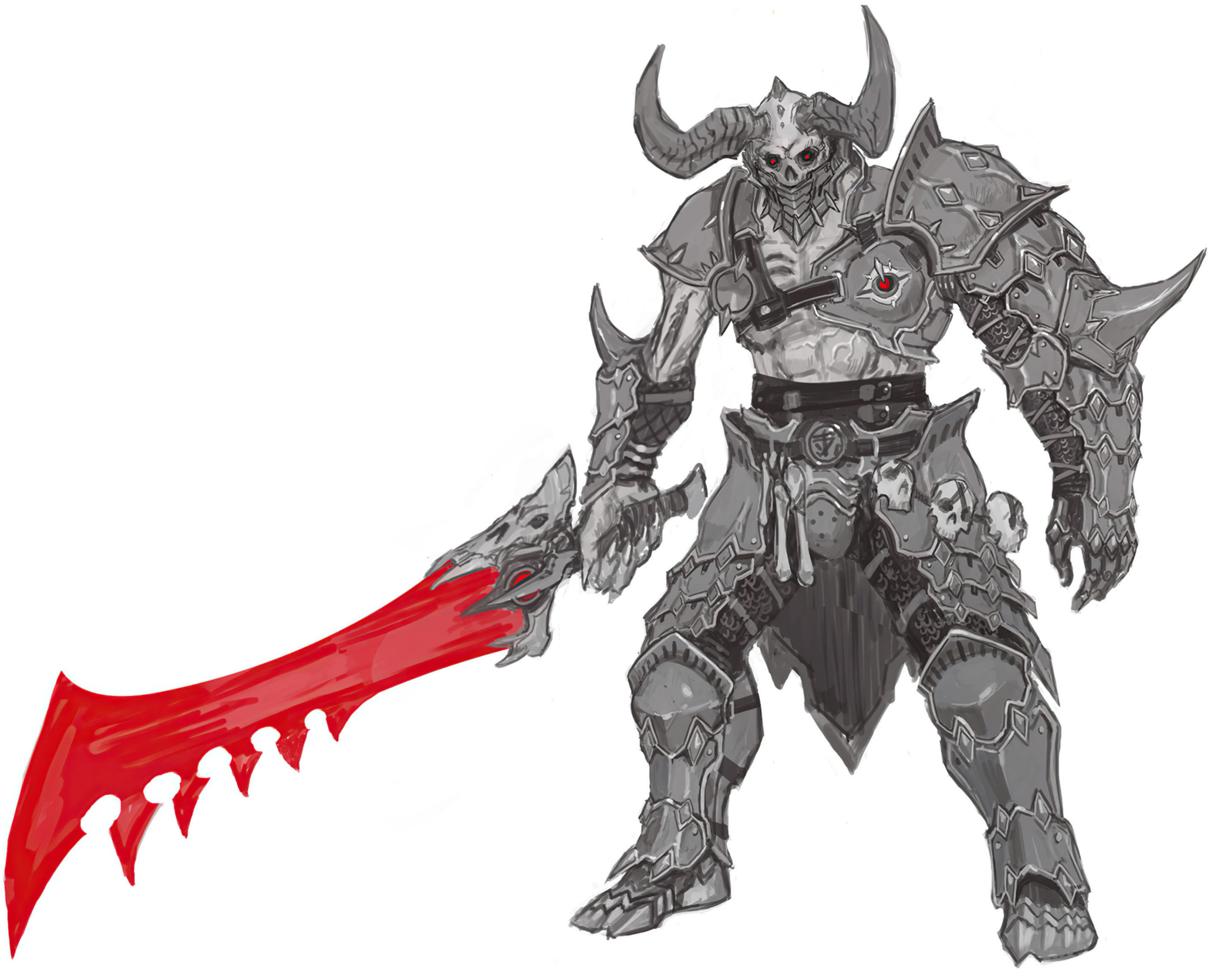


[opposite] Khan Maykr / [above] Khan Maykr ideation—Alex Palma

MARAUDER

AS CIVIL WAR CONSUMED Argent D'Nur, the warrior clans of the Sentinel army fell into disarray. Those most disillusioned forswore their oath to the Sentinel royalty, abandoning their pact of allegiance to the throne. These hardened warriors joined the separatist group led by the exalted Priest class, allying themselves with the Maykrs and their devout acolytes in an attempted coup against the Sentinel royal house. These Sentinel warriors who fell in battle, having sided with the Maykrs, were ultimately denied finality in death. Resurrected by the unholy fusion of Hell-Maykr technology, these fallen Sentinels were returned from the dead, transformed by Hell's power and re-created with a singular purpose: to hunt the Slayer as reborn Marauder Knights in Hell's army.

[opposite] Marauder / [above] Marauder ideation—Emerson Tung



Marauder ideation—Emerson Tung

Marauder render—Jason Martin

CHAPTER 3

CURSED WORLDS

Following the blackout between Earth- and Mars-based UAC facilities, UAC director Dr. Samuel Hayden returned to Earth to aid the Allied Nations and coordinate efforts against the Hell invasion. With the majority of the world population dead within the first month, a catastrophic failure of virtually every manmade system followed. Military responses proved only marginally effective at providing a safe retreat to civilians, with many fortified locations cut off from outside communication.

Facing overwhelming opposition, these makeshift fortresses have fallen to the growing demon presence one after another. Although several hundred thousand survivors are believed to have been safely evacuated out of orbit in the exodus following the invasion, the odds of survival are considered to be low on many of the life-boats carrying cryogenically frozen passengers. With Earth on the brink of destruction, swarms of demons scour the planet, held back only by the few bastions of human civilization.

The remaining populations of Earth, those regions not yet consumed by Hell, continue to fight a brutal war with each passing day in a desperate struggle for survival. Hayden, intent on repurposing the UAC facilities on Earth and establishing a last line of defense against the invasion, works with the Allied Nations to form the ARC, a global military crisis-relief initiative.

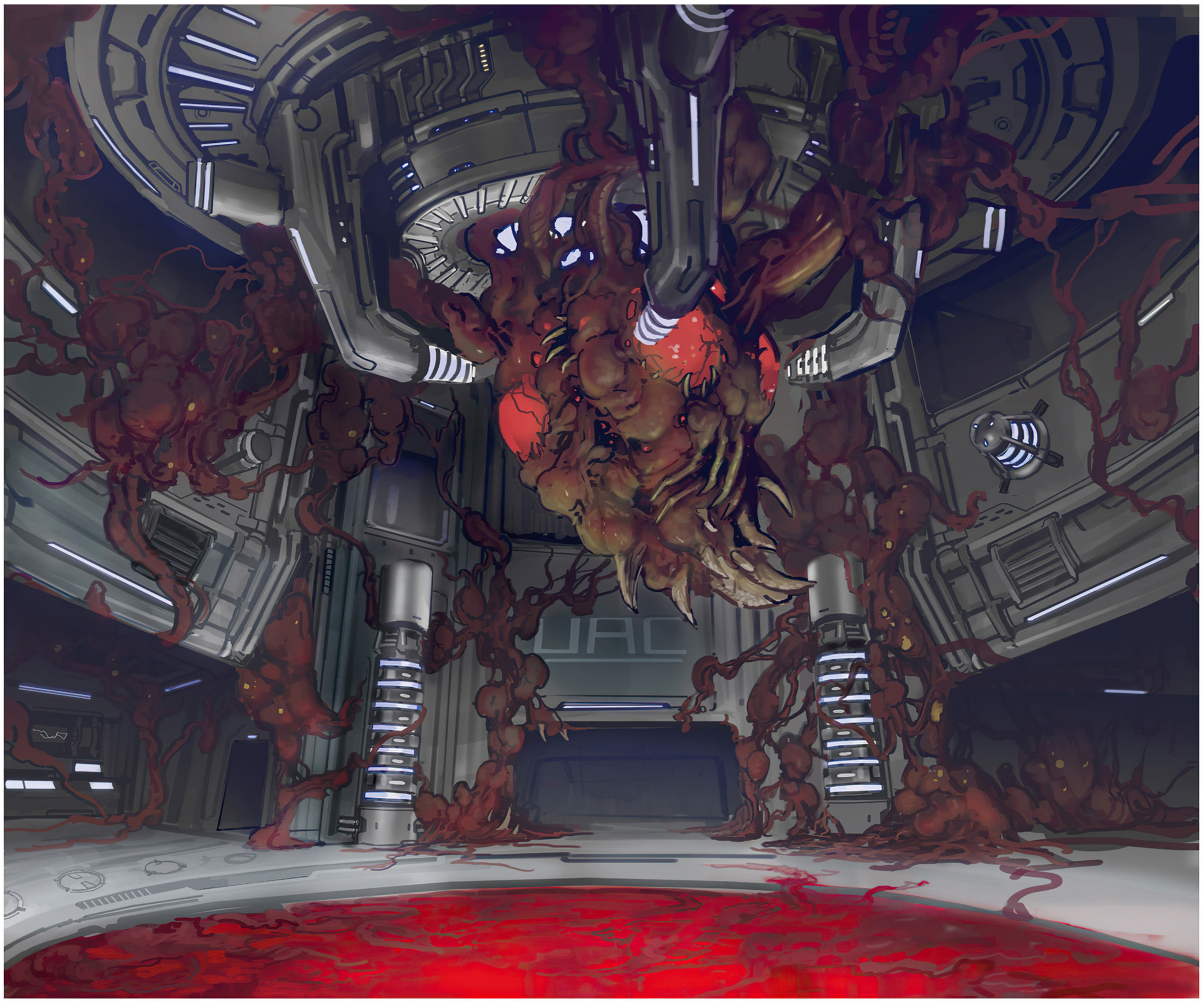
HELL ON EARTH

THE FORCES OF HELL came to Earth without warning, given passage by the UAC Cultist division. They descended upon the planet with fire and brimstone. The global defense response was immediate as the conflict escalated into total war overnight. The military forces of Earth waged battle against the invading force, united against their common enemy in what would prove to be a bloody, relentless fight for survival. Chaos enveloped the planet as human civilization unraveled, with the death toll reaching into the billions within the first month. Earth's response coalition deployed advanced mechanized armored exoinfantry and battle mechs, but nothing could defeat the onslaught of the undead legion.

Hell on Earth—Emerson Tung

[above] Hell on Earth—Colin Geller

[above] Destroyed Subway / [below] Train car callout—Mattias Astenvald



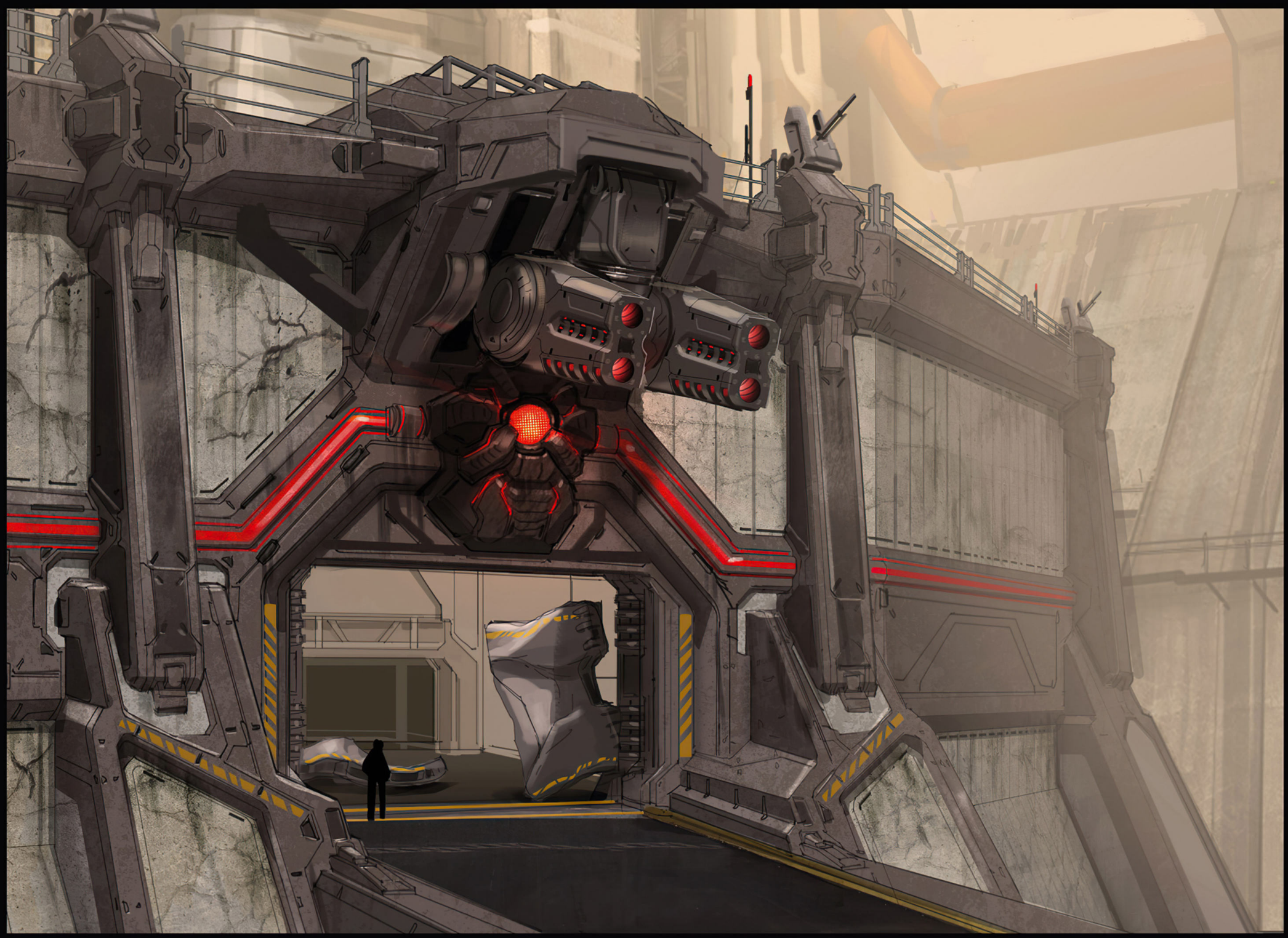
[above] Gore Nest Heart interior / [below] Gore Nest exterior—Alex Palma

Gore Nest ideation—Alex Palma

[top] Bank interior—Colin Geller / [middle] Argent Tower interior—Ethan Evans / [bottom] Mall interior—Colin Geller

Gore Key ideation—Ethan Evans

[above] Argent Tower / [below] Earth vista—Colin Geller

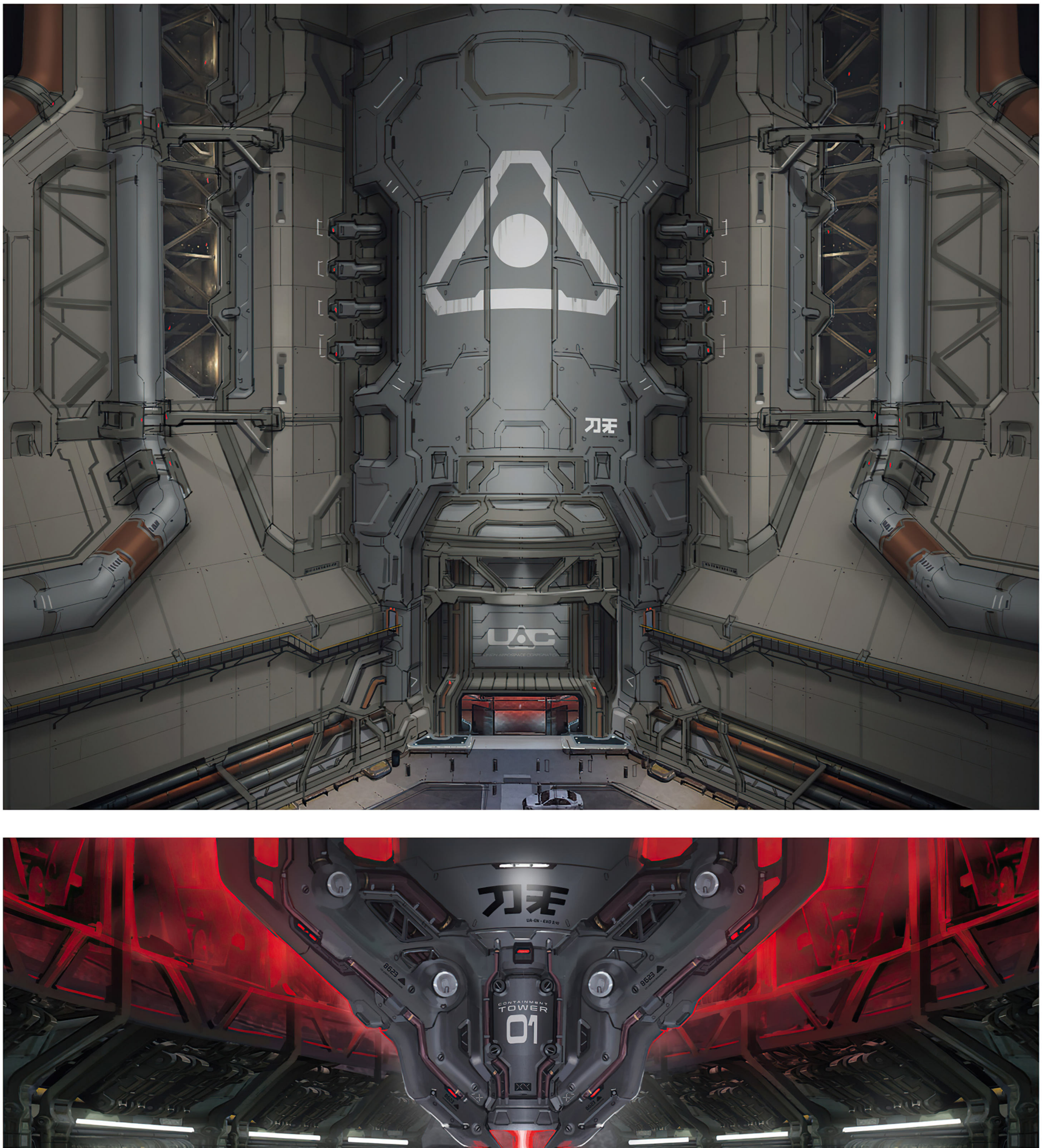


Automated turret—Colin Geller

[above] Argent Tower ideation—Colin Geller / [below] Earth War ideation—Emerson Tung

[top] Argent Tower exterior / [mid] City street / [bottom] Garage interior—Colin Geller

[top] Office interior—Mattias Astenvald / [mid] Argent Tower Lobby—Ethan Evans / [bottom] Maintenance area—Emerson Tung

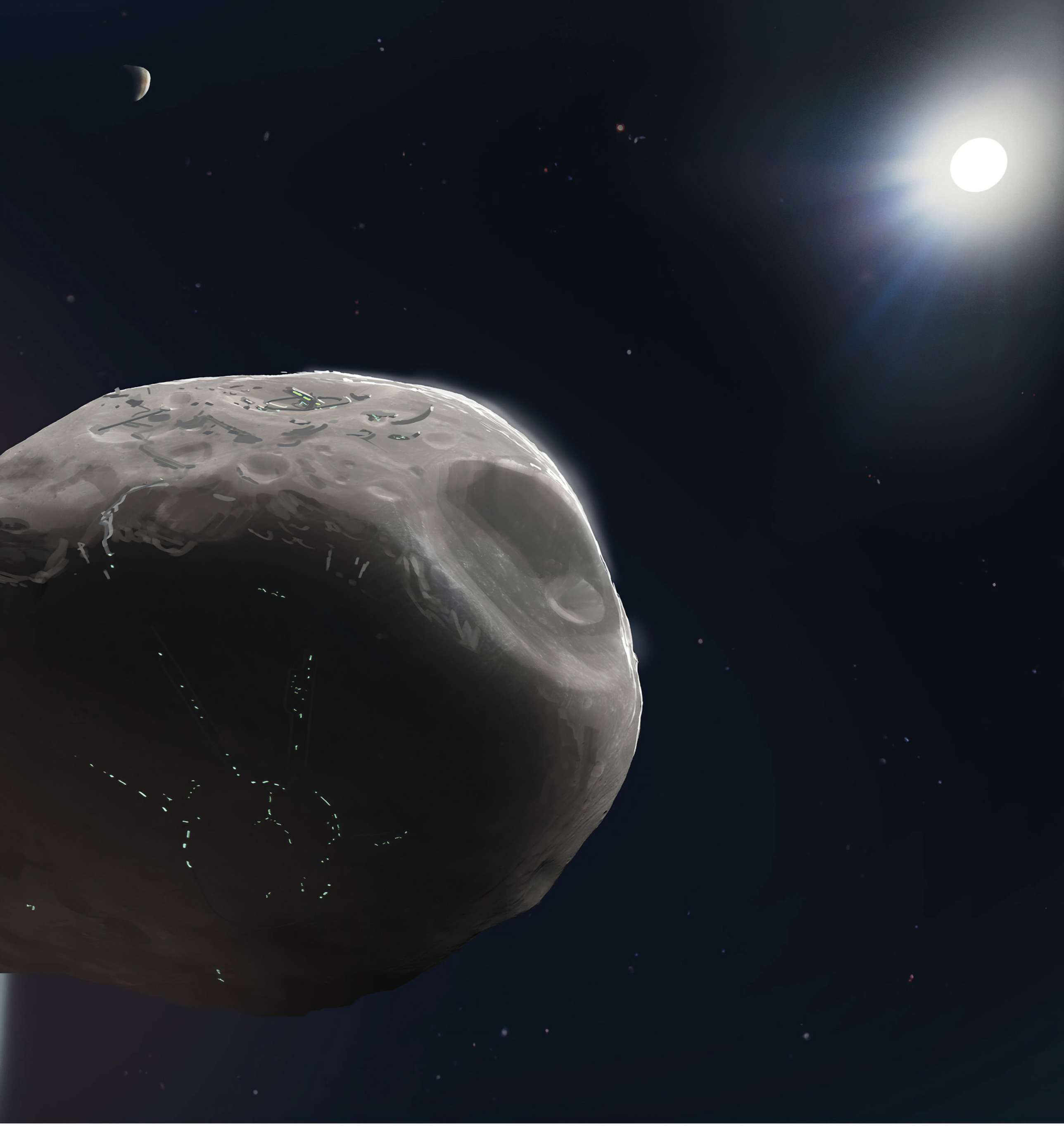


[top] Argent Tower entrance—Colin Geller / [bottom] Argent Tower interior—Emerson Tung

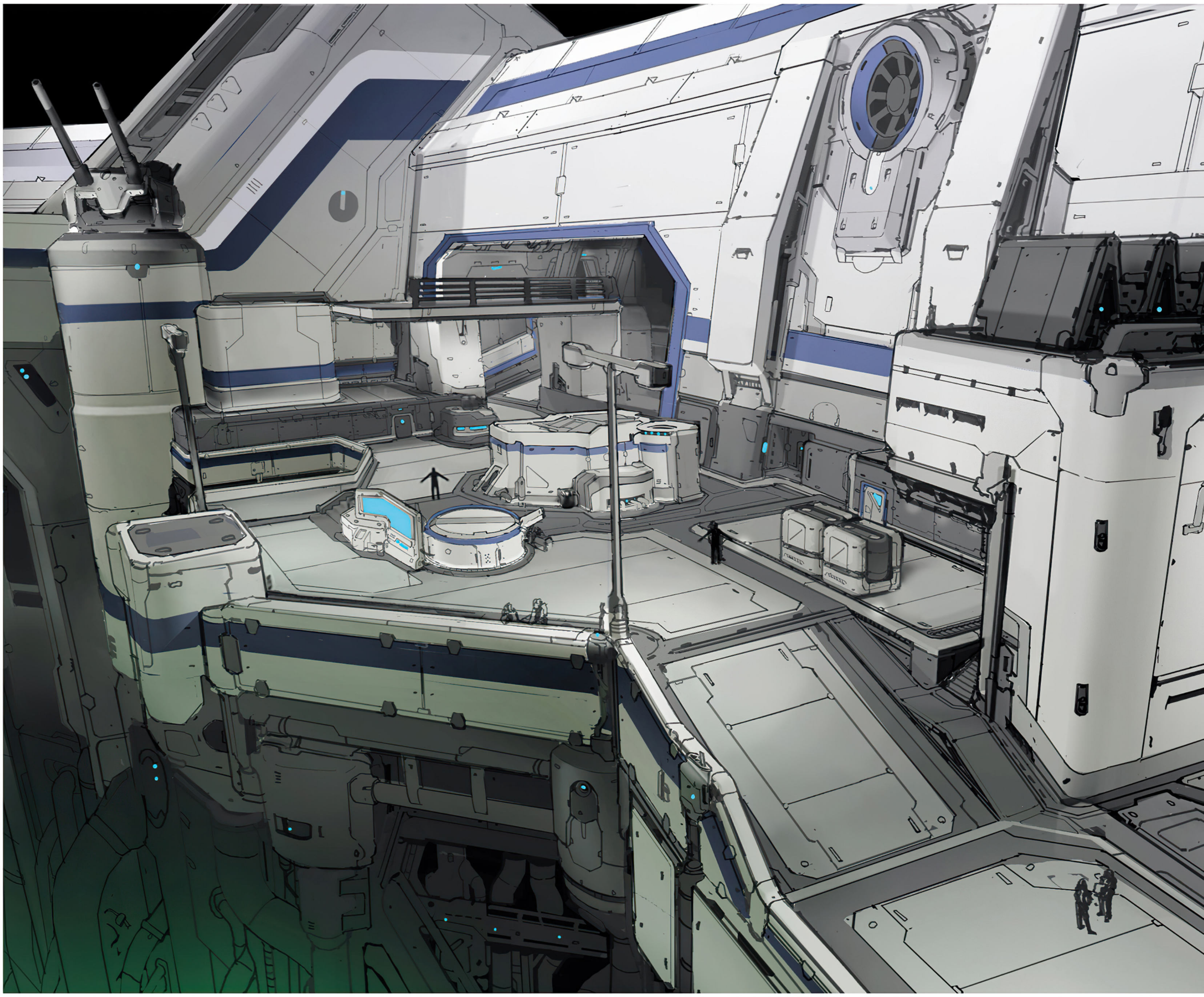
Samuel leading ARC military—Jon Lane

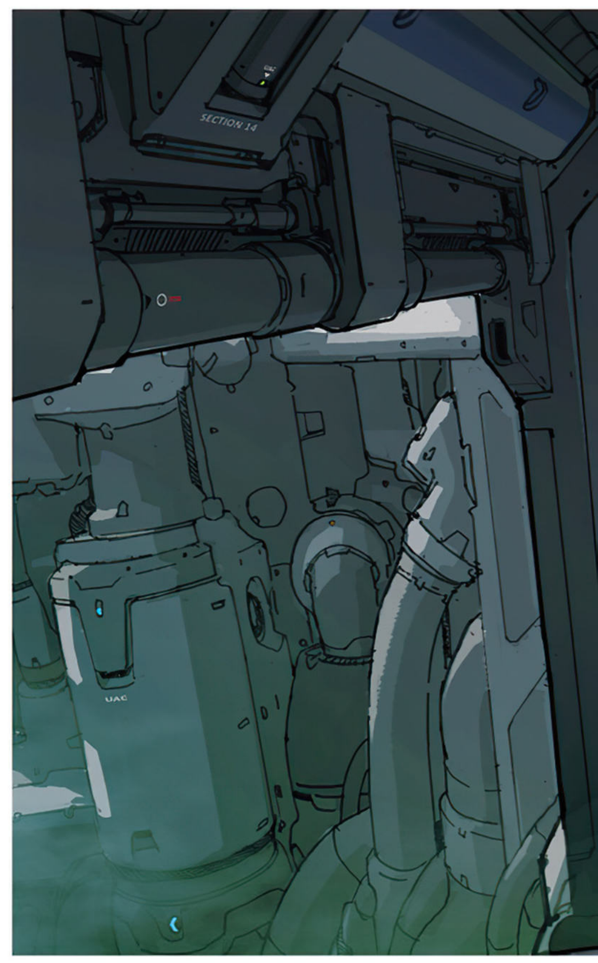
PHOBOS

ORIGINALLY ESTABLISHED as a mining and communications relay, the UAC outpost on Phobos began immediate expansion following the destruction of the Argent facility on Mars. The UAC board of directors, intent on retaining their control of the red planet and its surrounding airspace, began the construction of an expansive defense platform. Using technology derived from the BFG-9000, the design plan called for a massive particle cannon to be built on the orbiting moon. The result was the BFG-10000, the largest manmade weapon platform ever conceived, wielding enough firepower to defend against even the most sophisticated capital-grade FTL cruisers in existence—or against the eventual possibility of a space-bound demonic threat.

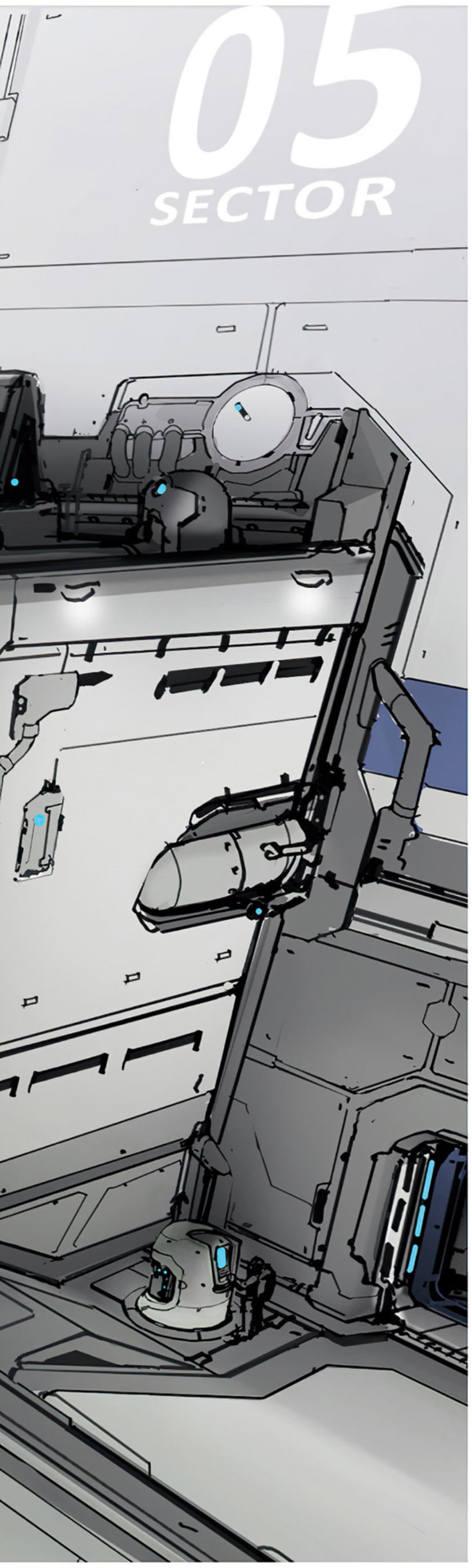


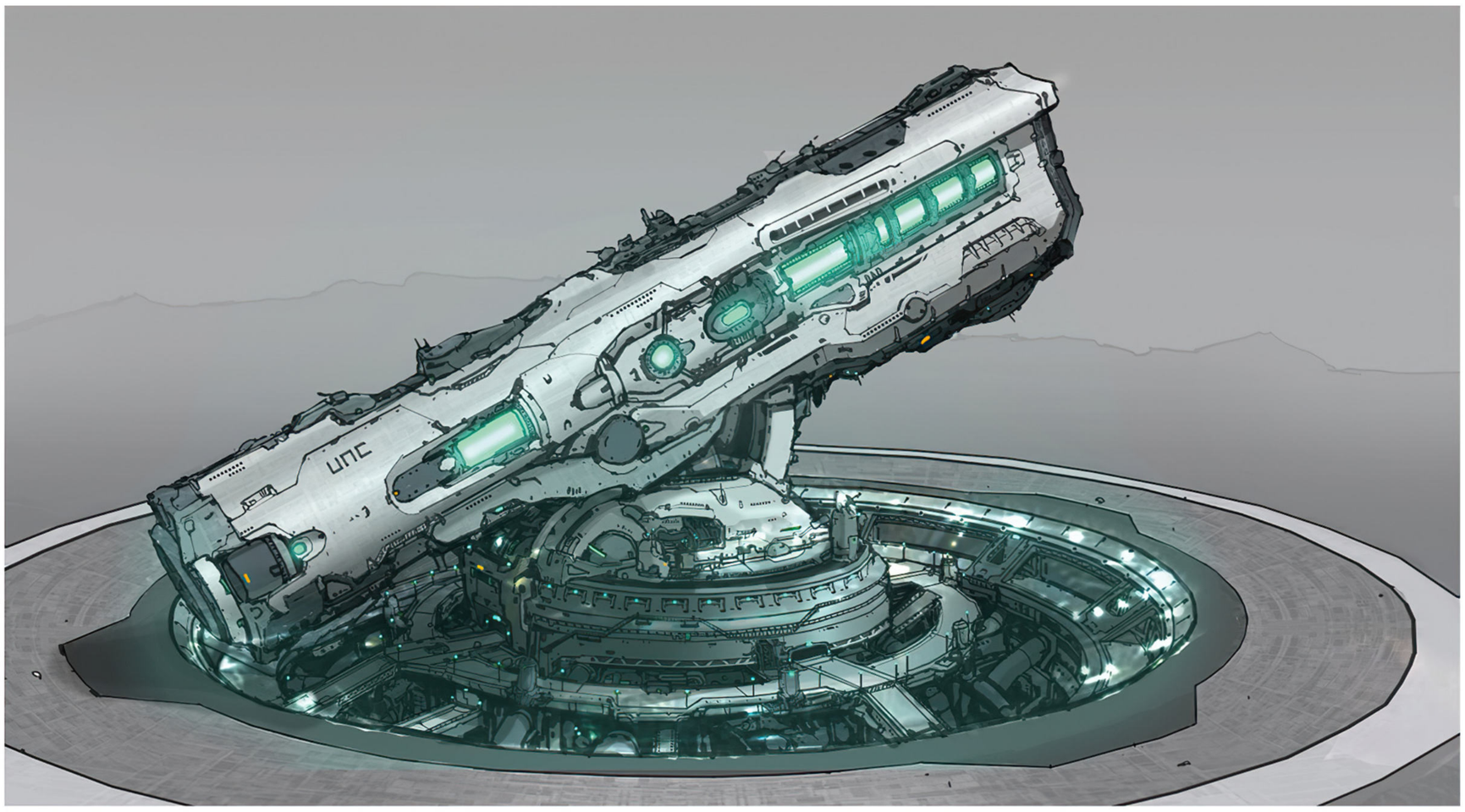
Phobos vista—Colin Geller

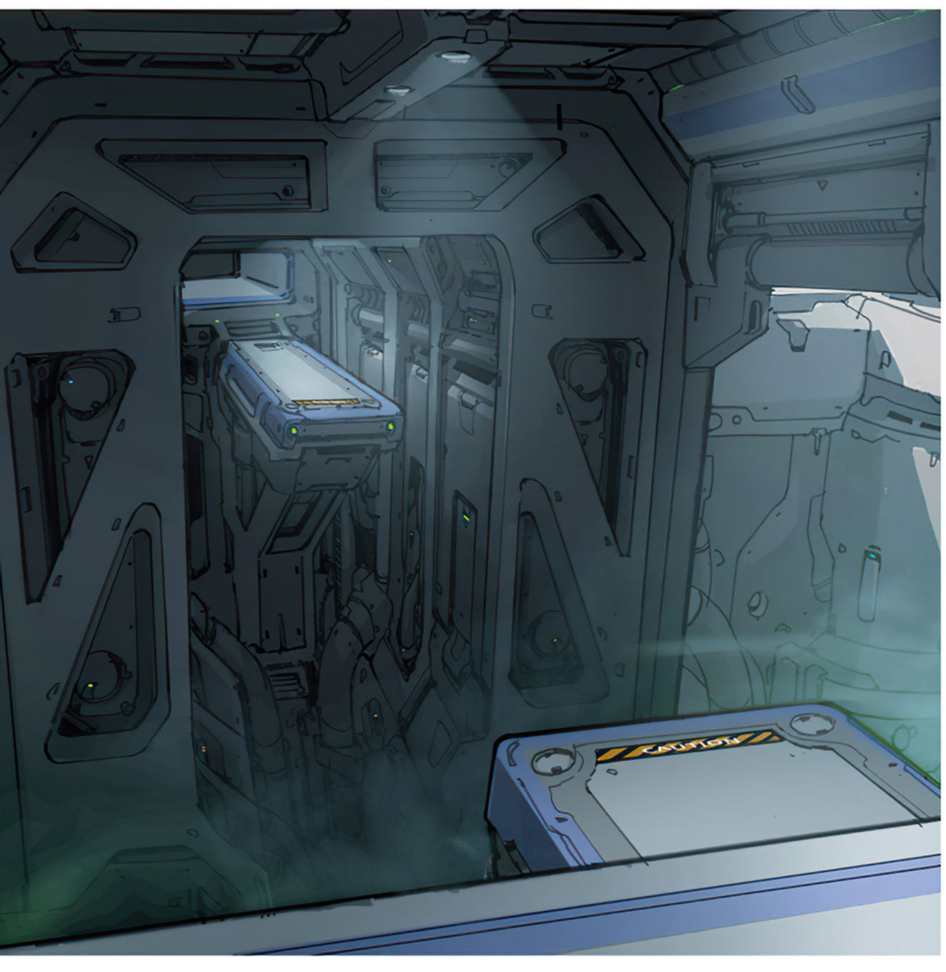


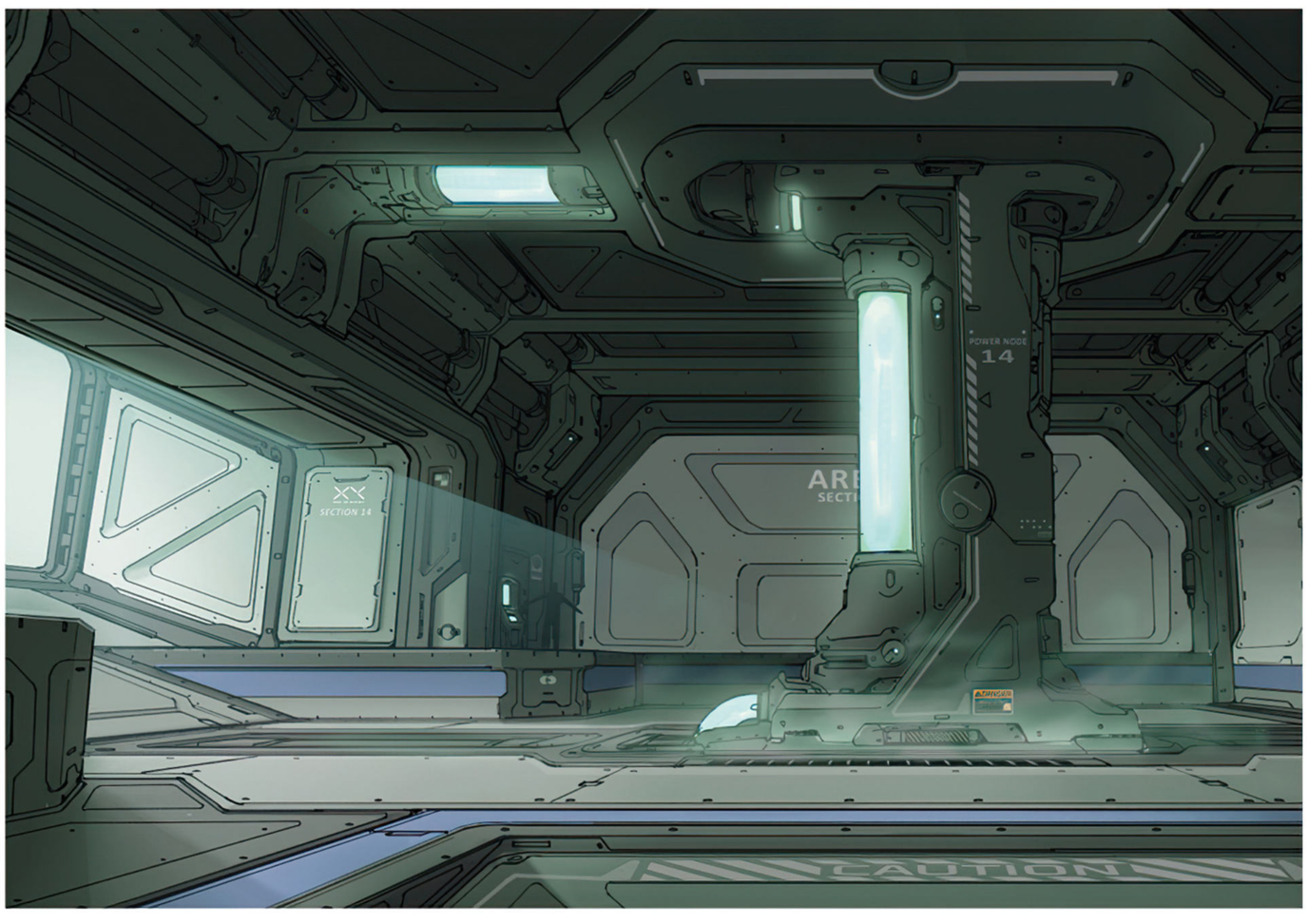


[top left] Phobos Interior / [top right] BFG 10,000—Bryan Flynn / [bottom left] Destroyed interior—Mattias Astenvald

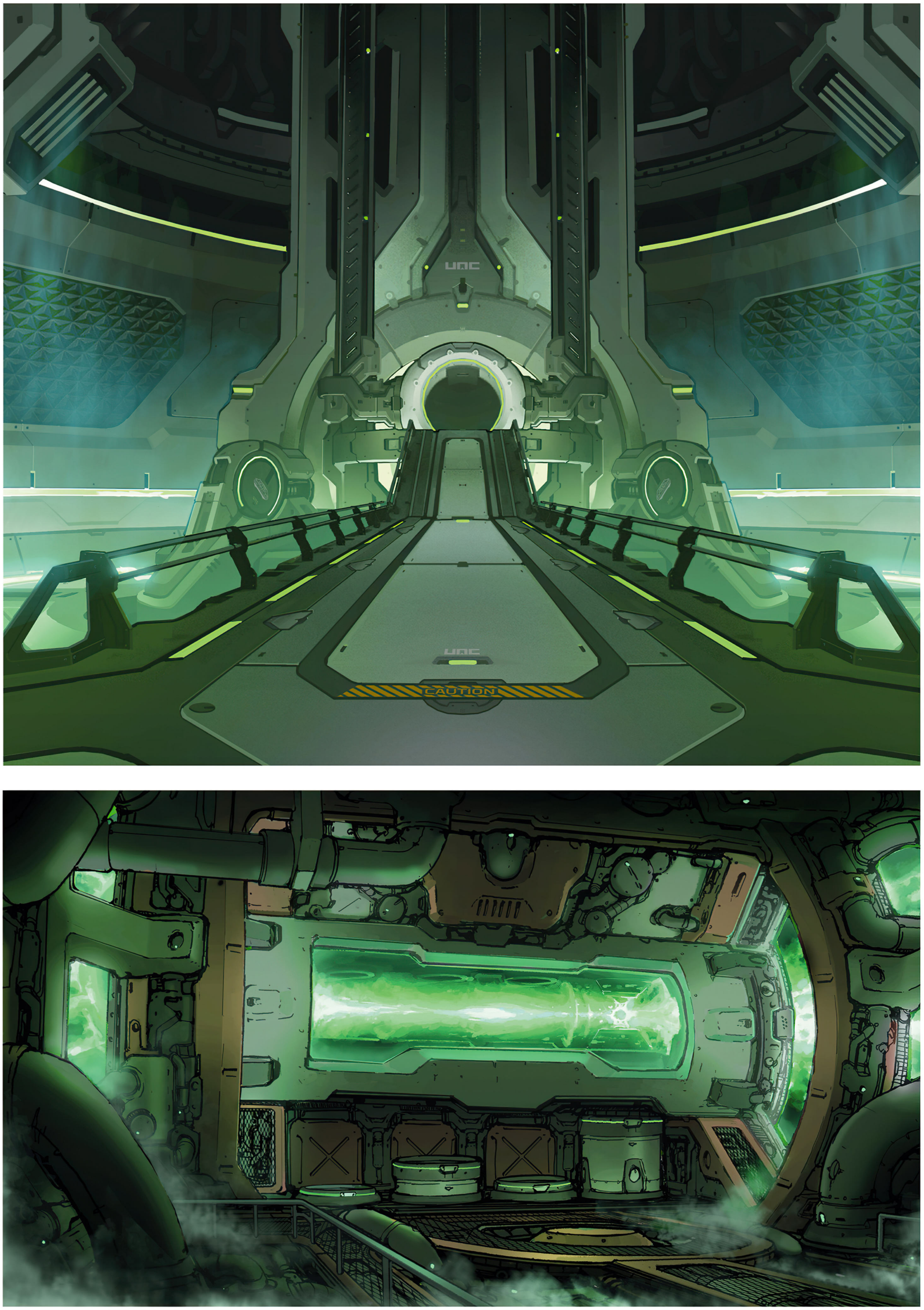




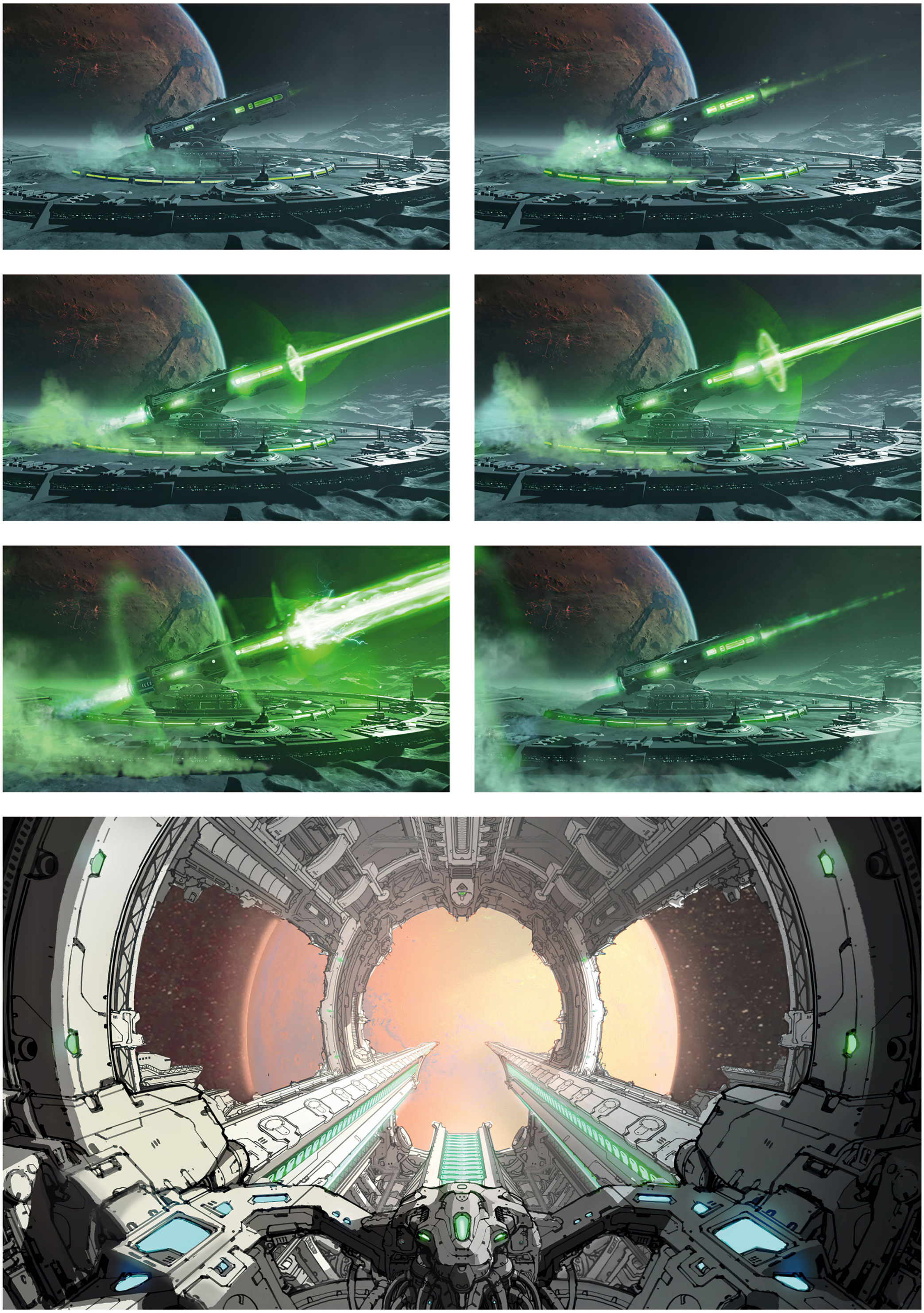




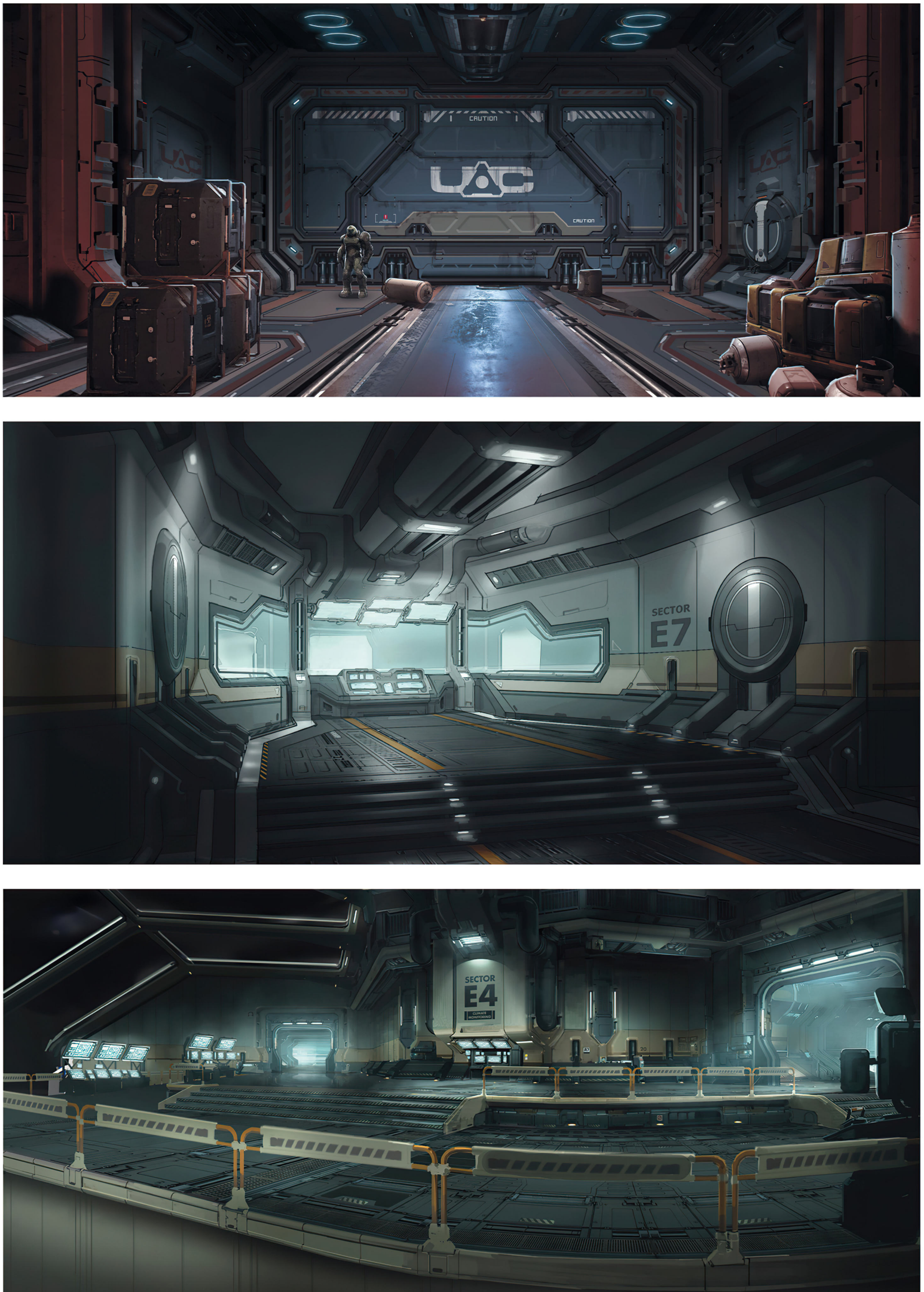
[bottom center]—Phobos exterior / [bottom right] Phobos interior—Bryan Flynn



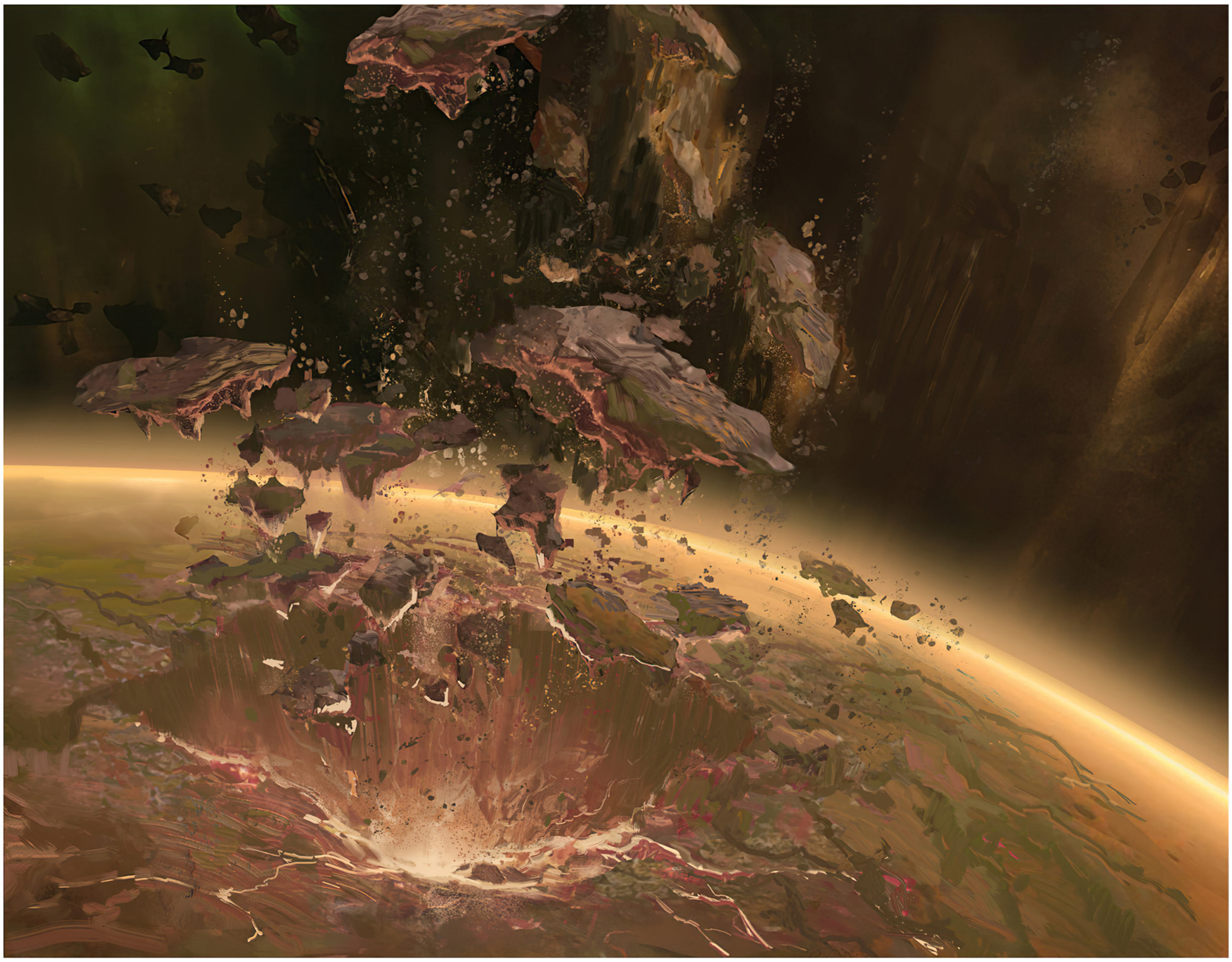
Phobos Base interiors—Bryan Flynn

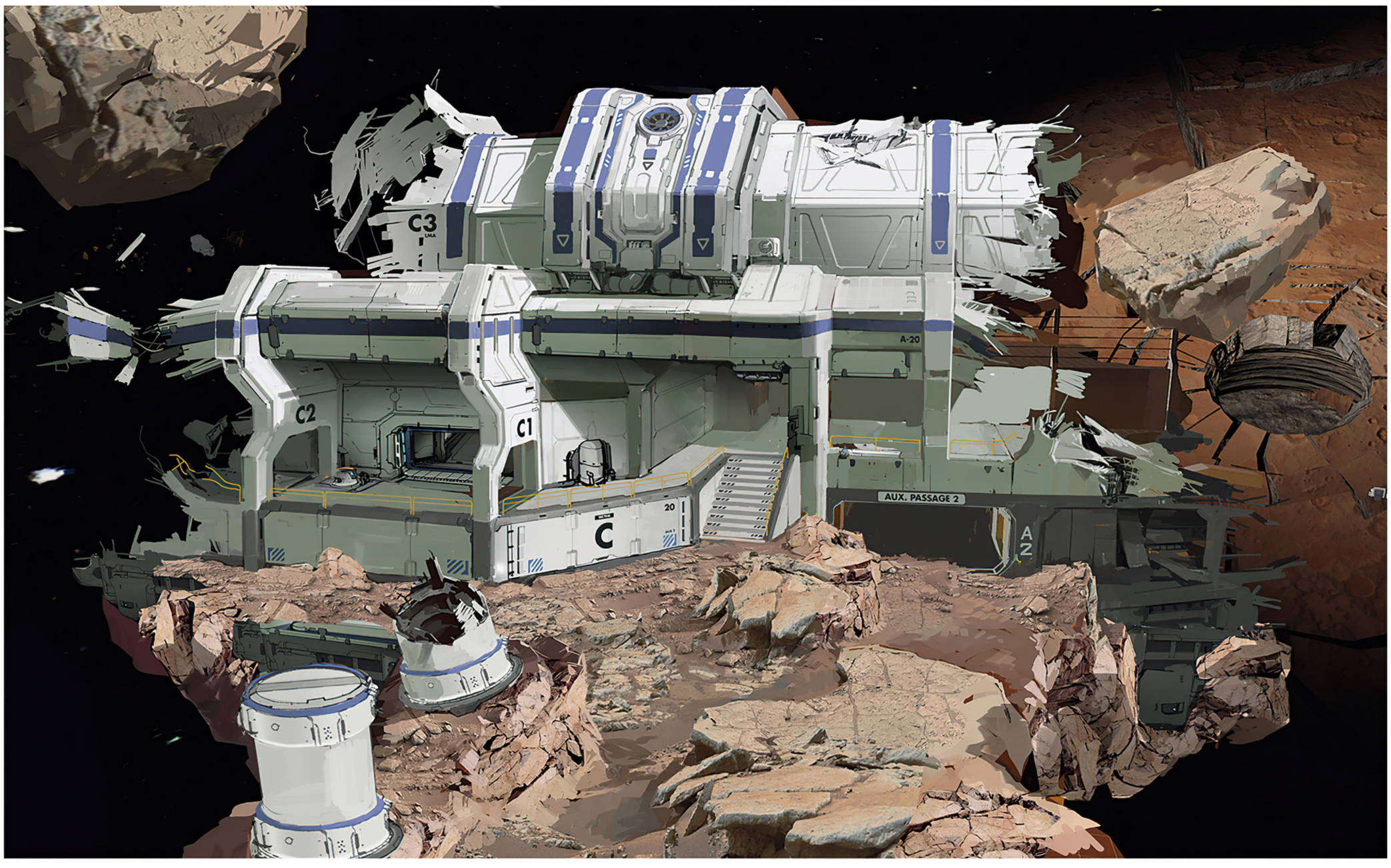


[above] BFG-10,000 firing sequence / [below] BFG-10,000 interior—Bryan Flynn



[top] Phobos hangar—Colin Geller / [mid] Phobos Control Room—Ethan Evans / [bottom] Phobos control tower—Mattias Astenvald

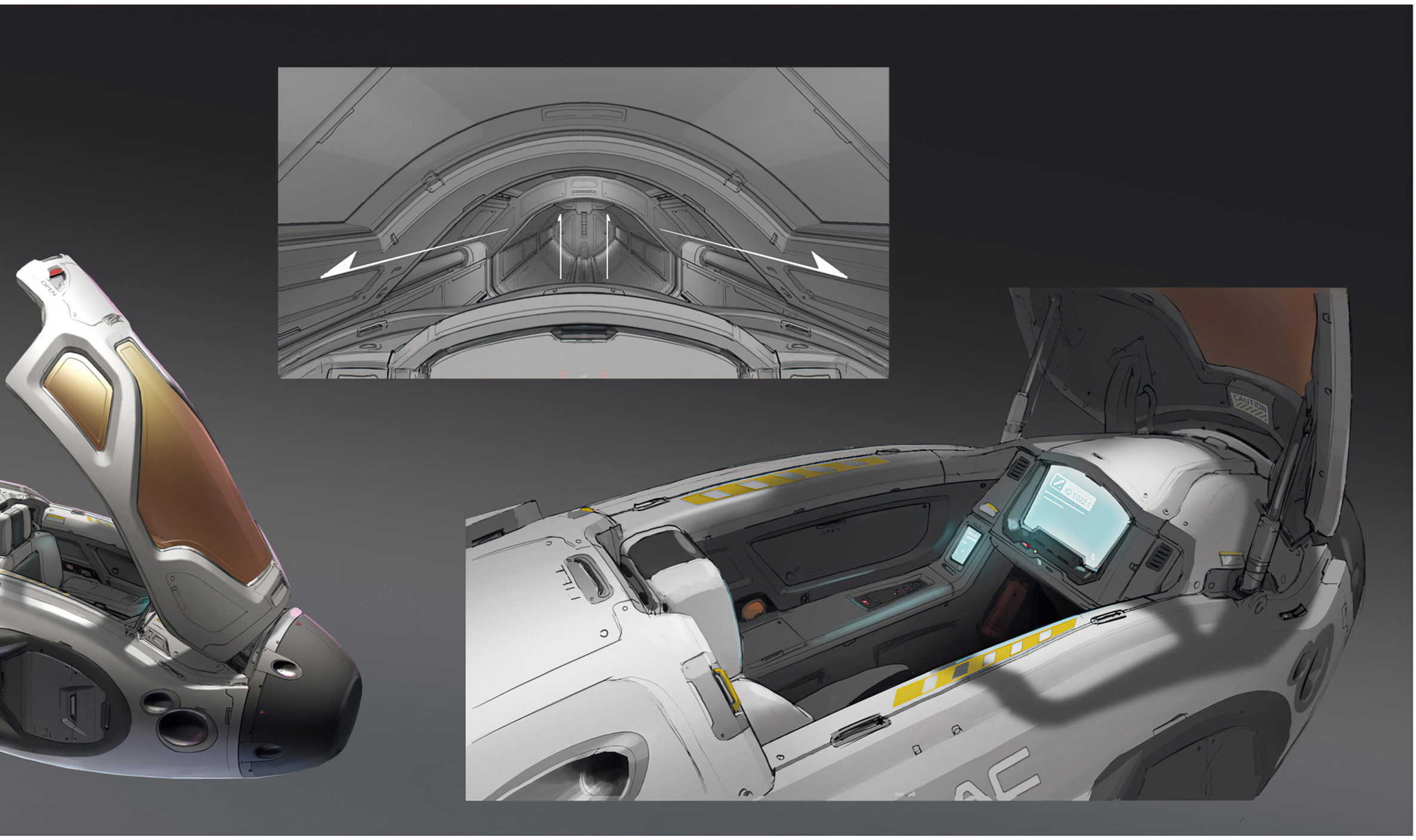


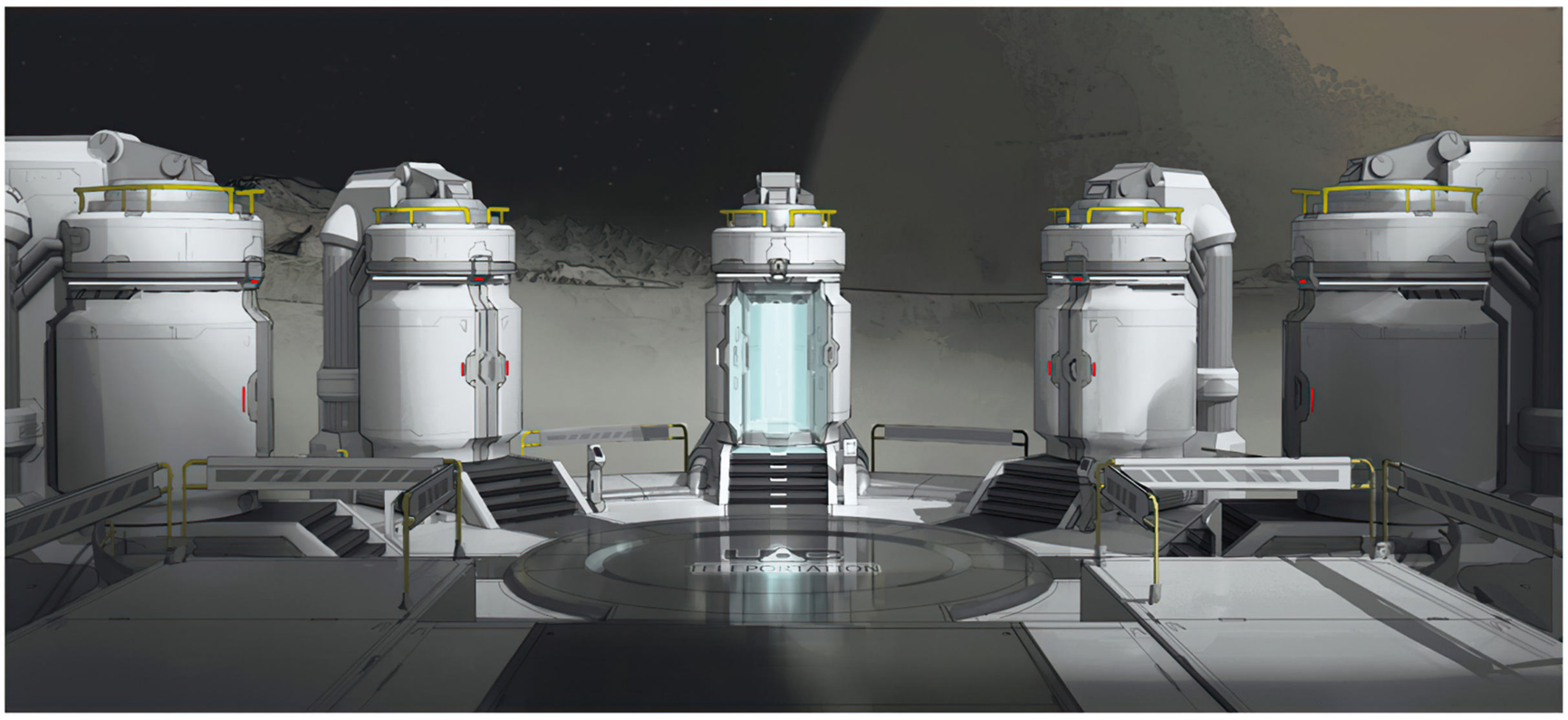


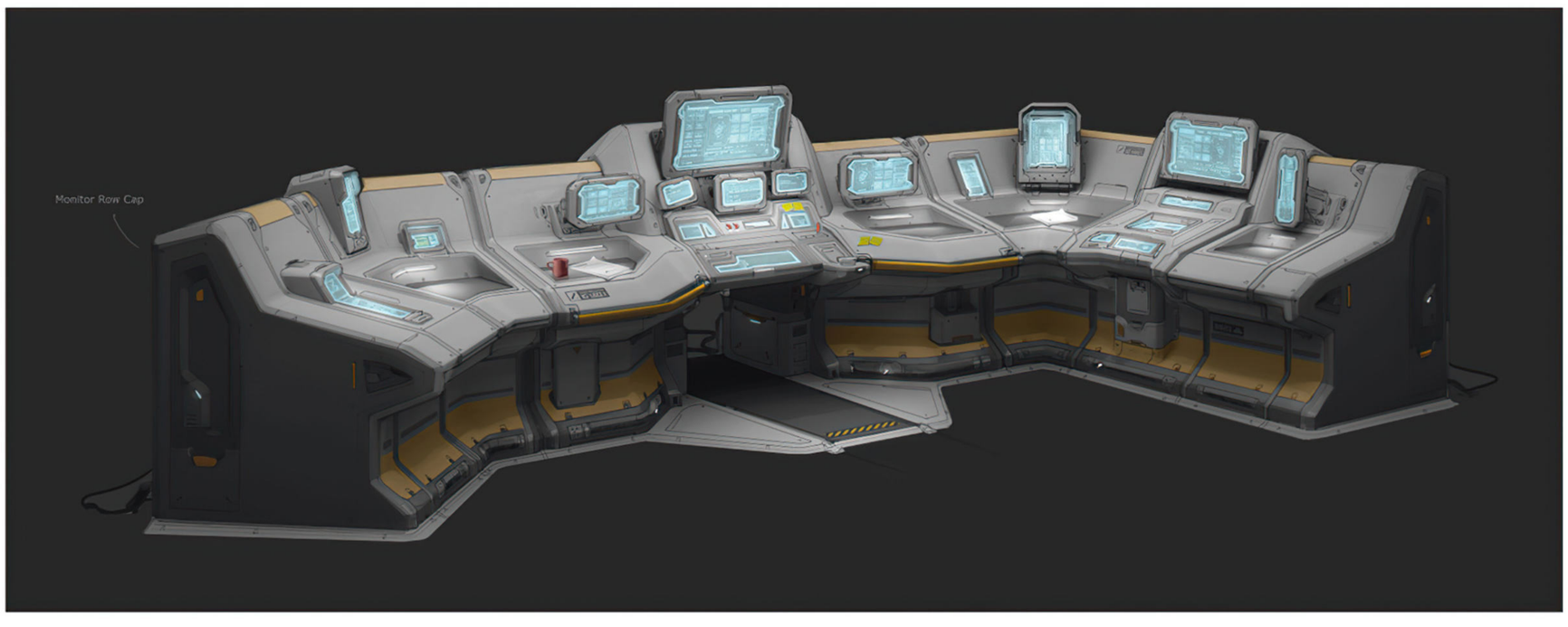
[top] Mars Core Vista—Emerson Tung / [bottom] Destroyed UAC Building—Mattias Astenvald

Mars Core—Emerson Tung

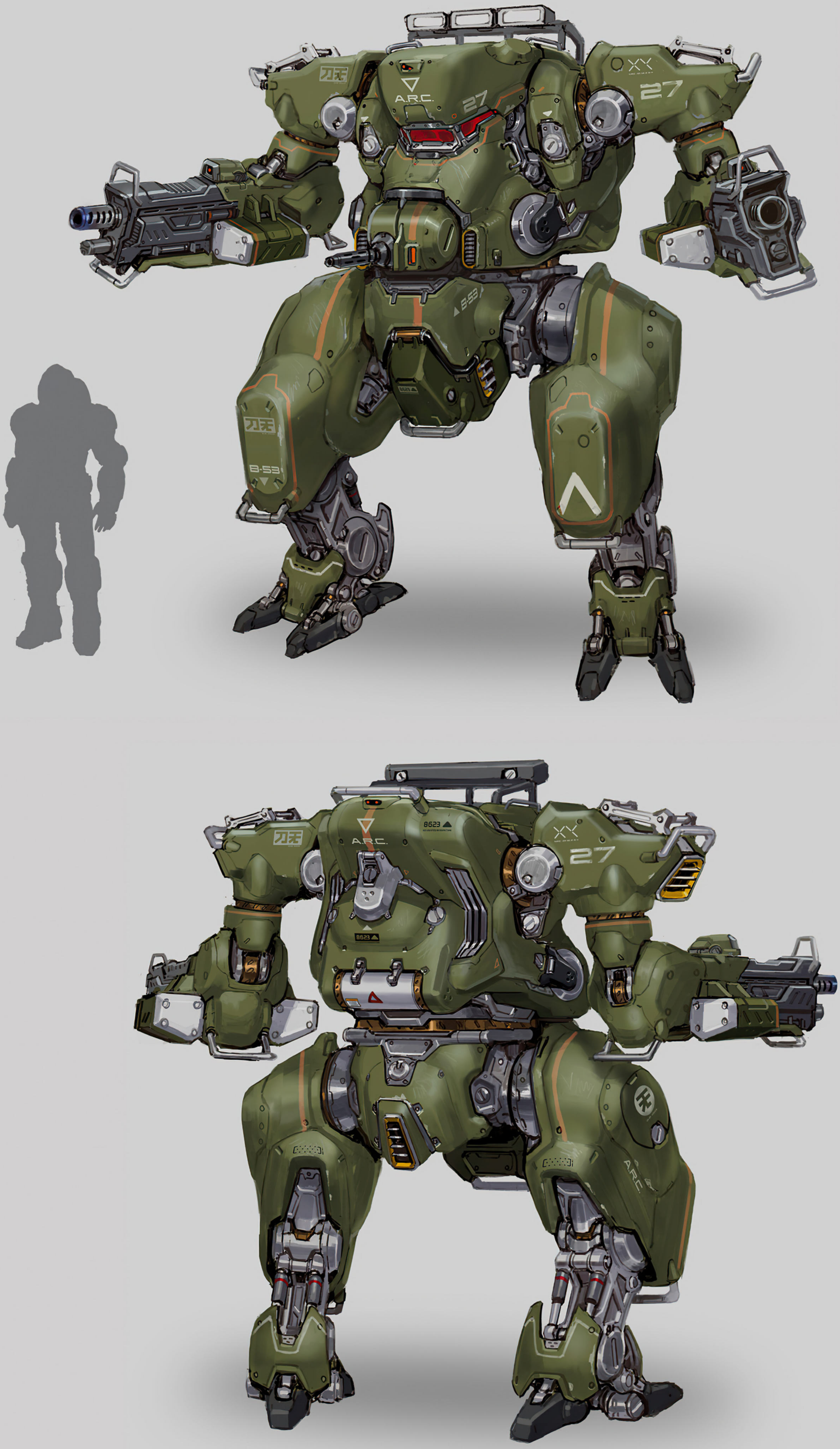
[above] Escape Pod / [below] Escape Pod Bay—Ethan Evans



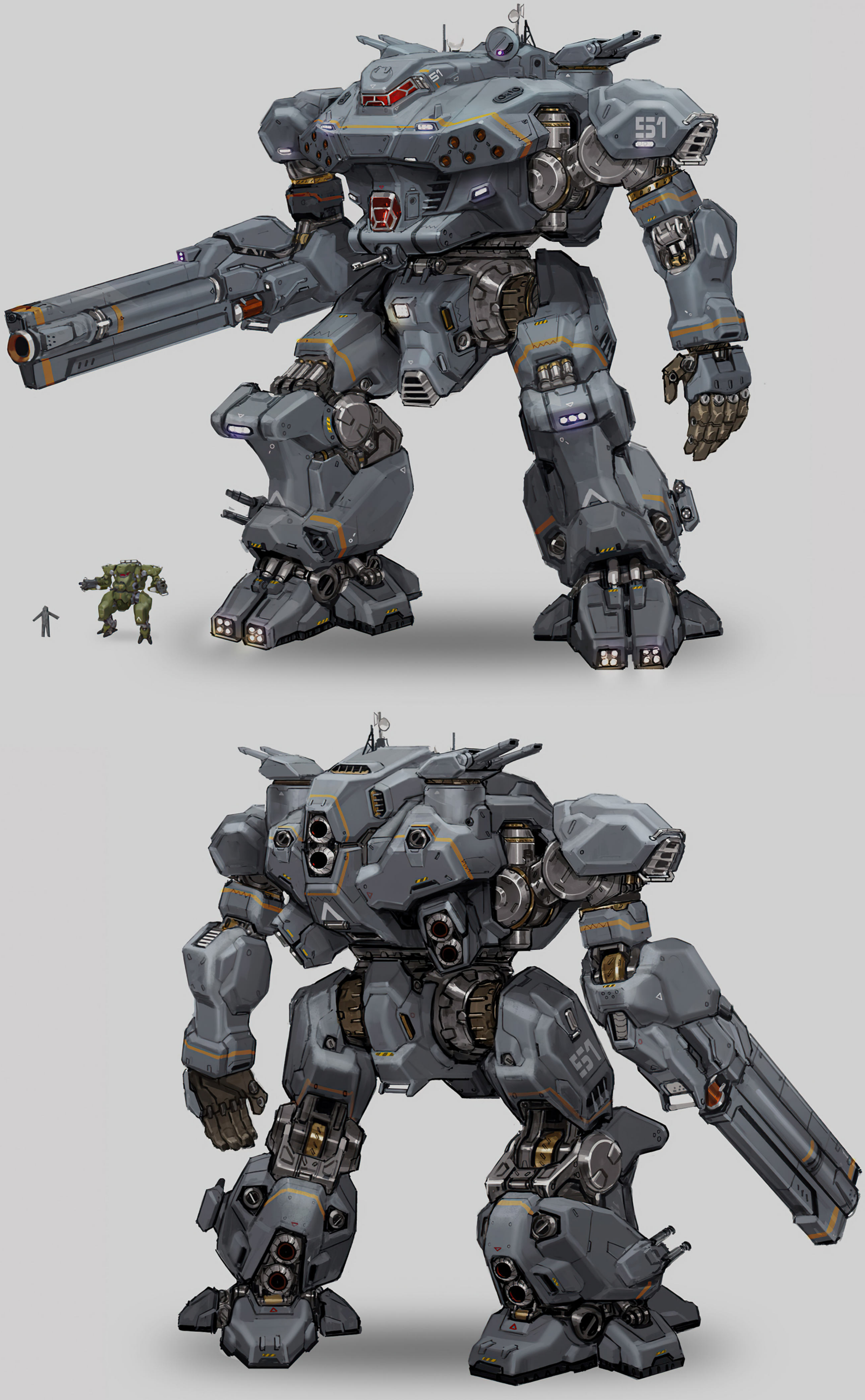




[mid right] Teleportation Pods / [bottom right] Control Panel callout—Ethan Evans



ARC Mech—Emerson Tung



ARC Giant Mech—Emerson Tung

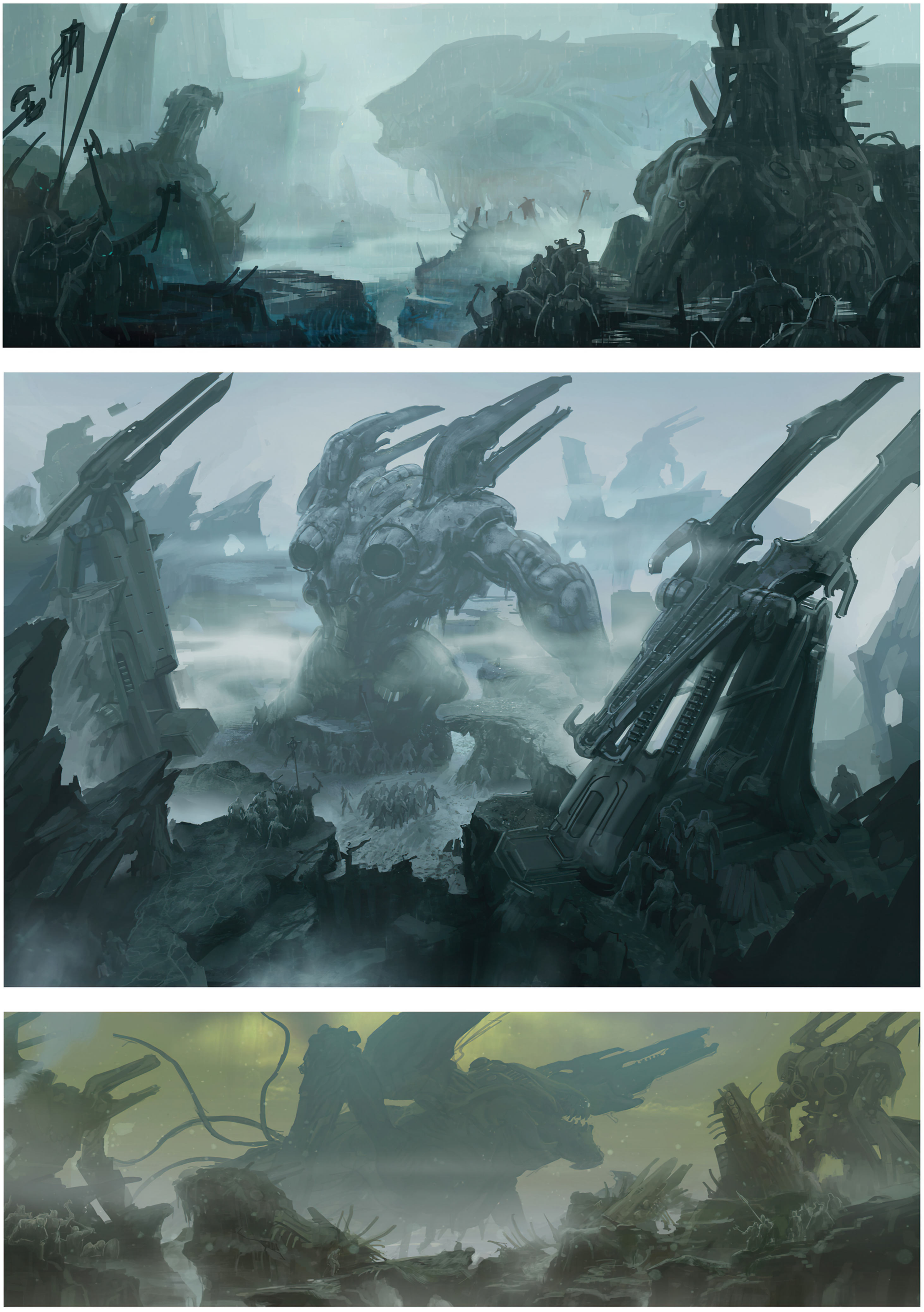
ARGENT D'NUR

FOR CENTURIES, the Night Sentinels served as protectors and watchmen of the Sentinel realm. Their home world, Argent D'Nur, is a largely unexplored planet, covered with sprawling undiscovered and uninhabitable regions. Overrun with fearsome beasts and primordial evils, Argent D'Nur is a planet rich with desirable resources. The only peace known to the Sentinel people was one forged for themselves and guarded with vigilance.

It was this way for the Sentinel people since the beginning—a way of life that changed suddenly and irrevocably with the appearance of the race of beings calling themselves the Maykrs. Bringing with them the promise of technological gifts and the temptations of the afterlife, the Maykrs gradually ingratiated themselves into Sentinel society, altering its traditions and, in time, threatening to redefine its prevailing power structure.

Sentinel Vista—Alex Palma

The Maykrs, coveting the power of Argent energy, which they believed to be indigenous to Hell, sought to drive the Sentinel people into war to claim this boundless resource. The culmination of these events was a bloody civil war between disparate factions of Sentinel tribes, one that would ultimately leave the world of Argent D'Nur fractured and in ruin.



Sentinel Battlefield ideation—Alex Palma

[top] Sentinel Doorway—Alex Palma / [bottom] Sentinel Hall—Colin Geller

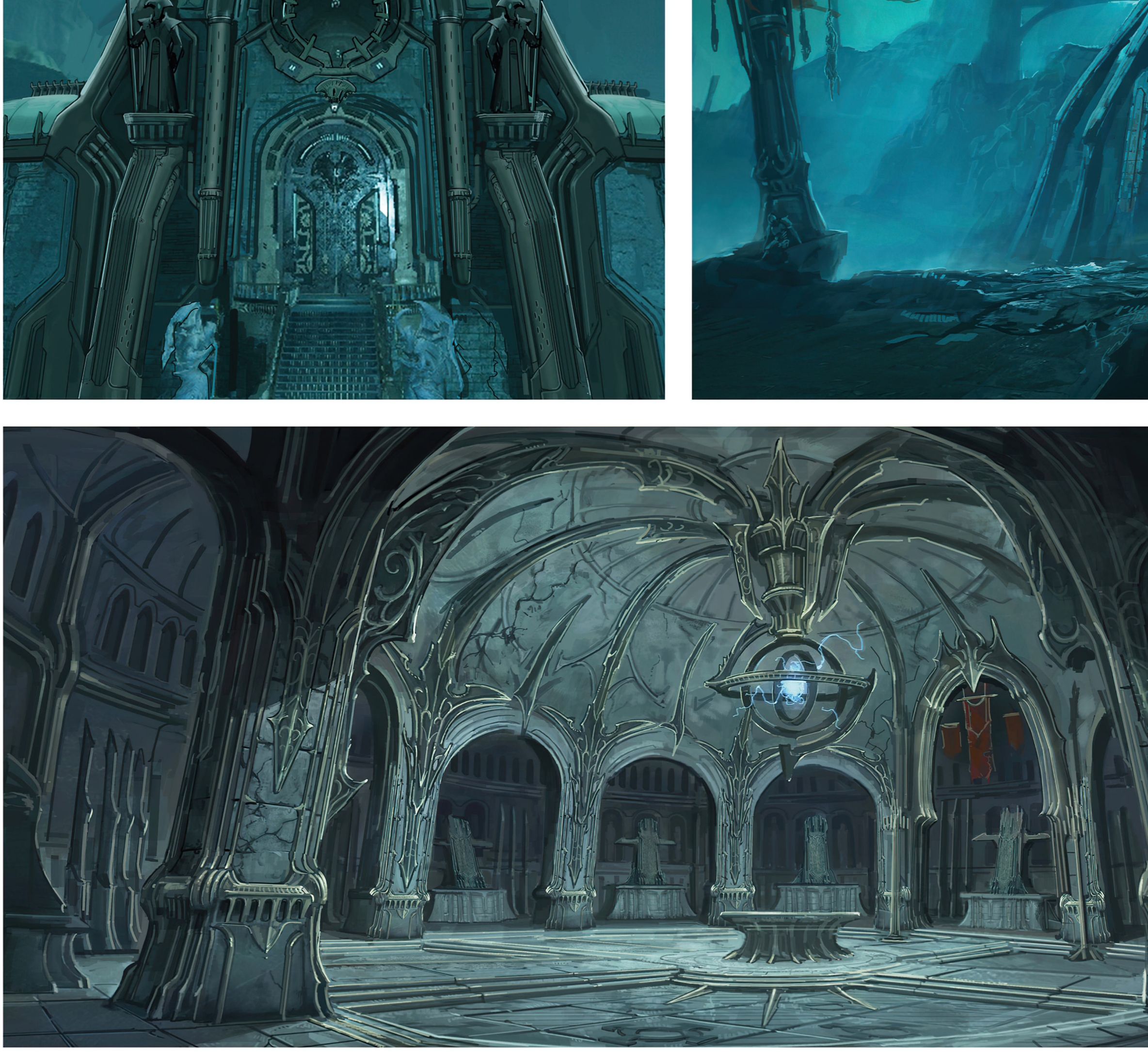
[above] Sentinel Relief—Emerson Tung / [below] Sentinel Stained Glass—Ethan Evans

[top] King's Throne—Ethan Evans / [bottom] Throne Room—Colin Geller

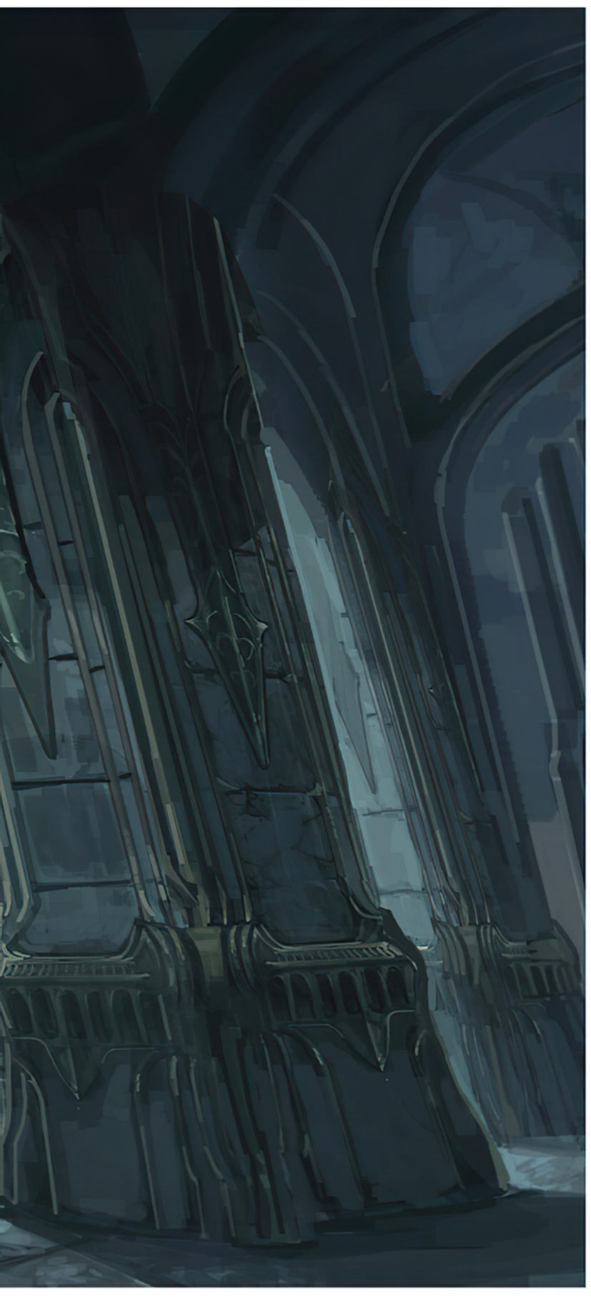
[top] Sentinel City / [bottom] Sentinel Throne Room—Colin Geller

[top] Power Room / [mid] Slayer Creation Room / [bottom] Armory—Colin Geller

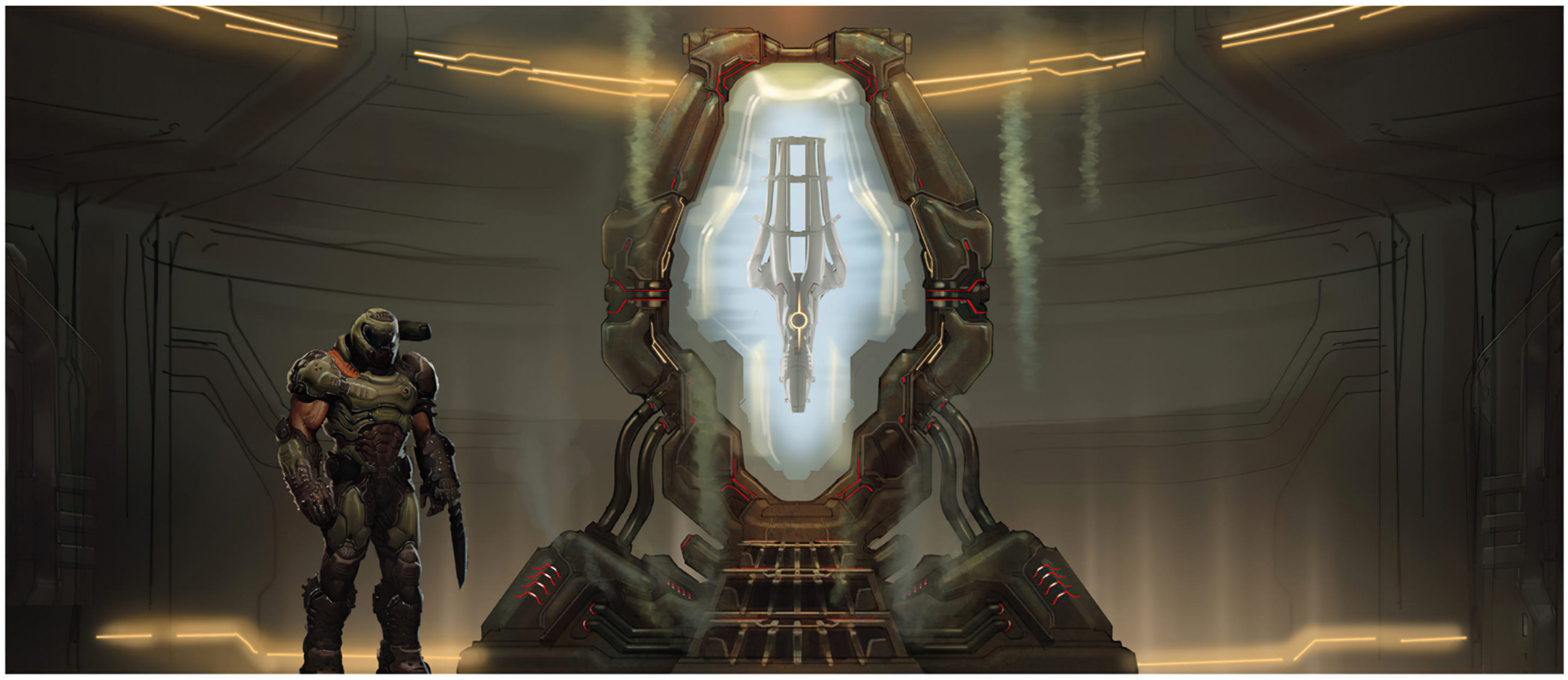
[top left] Hub Control Room / [bottom left] Map Room ideation—Colin Geller / [bottom mid] Hub ideation—Alex Palma / [right] Hub interior—Emerson Tung



[top left] Sentinel facade / [top right] Colosseum exterior / [bottom left] Round table room / [bottom right] Sentinel door—Alex Palma



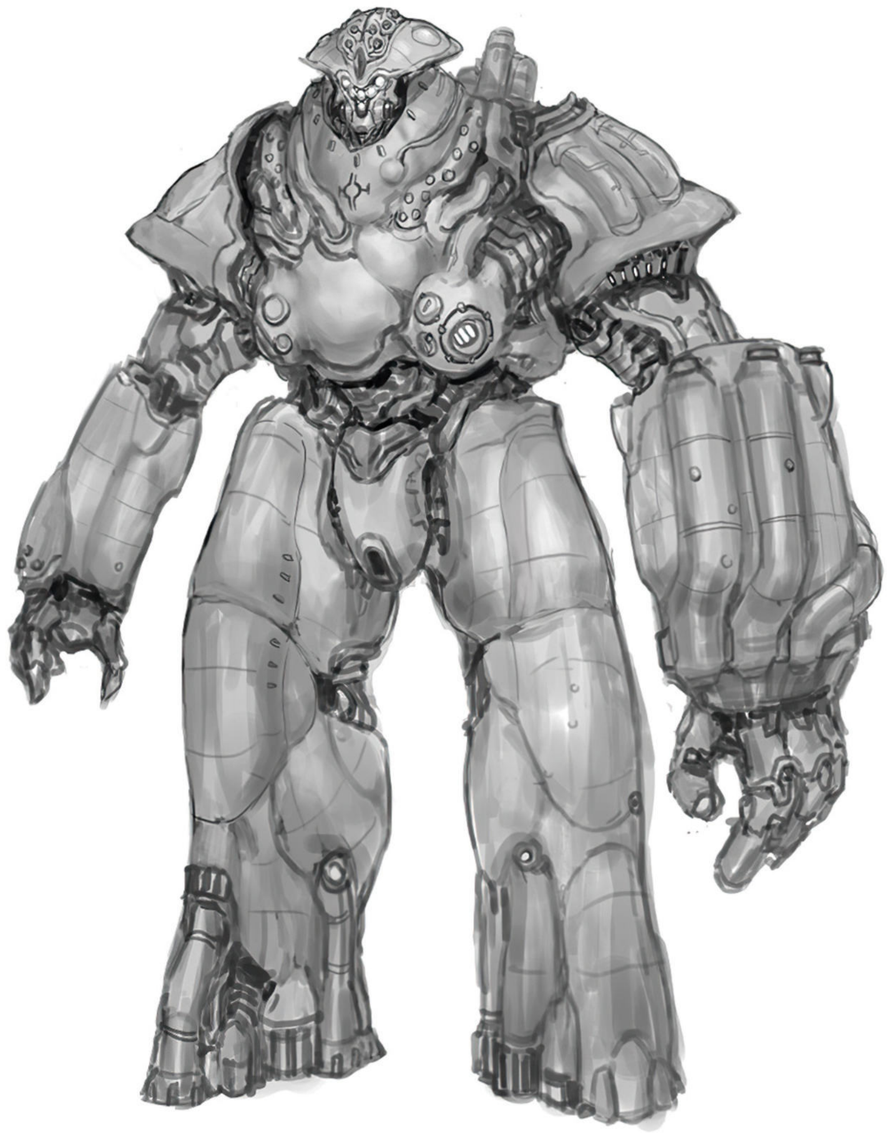
[top] Icon of Sin Arena—Alex Palma / [mid] Arena—Colin Geller / [bottom] Mars Core—Bryan Flynn

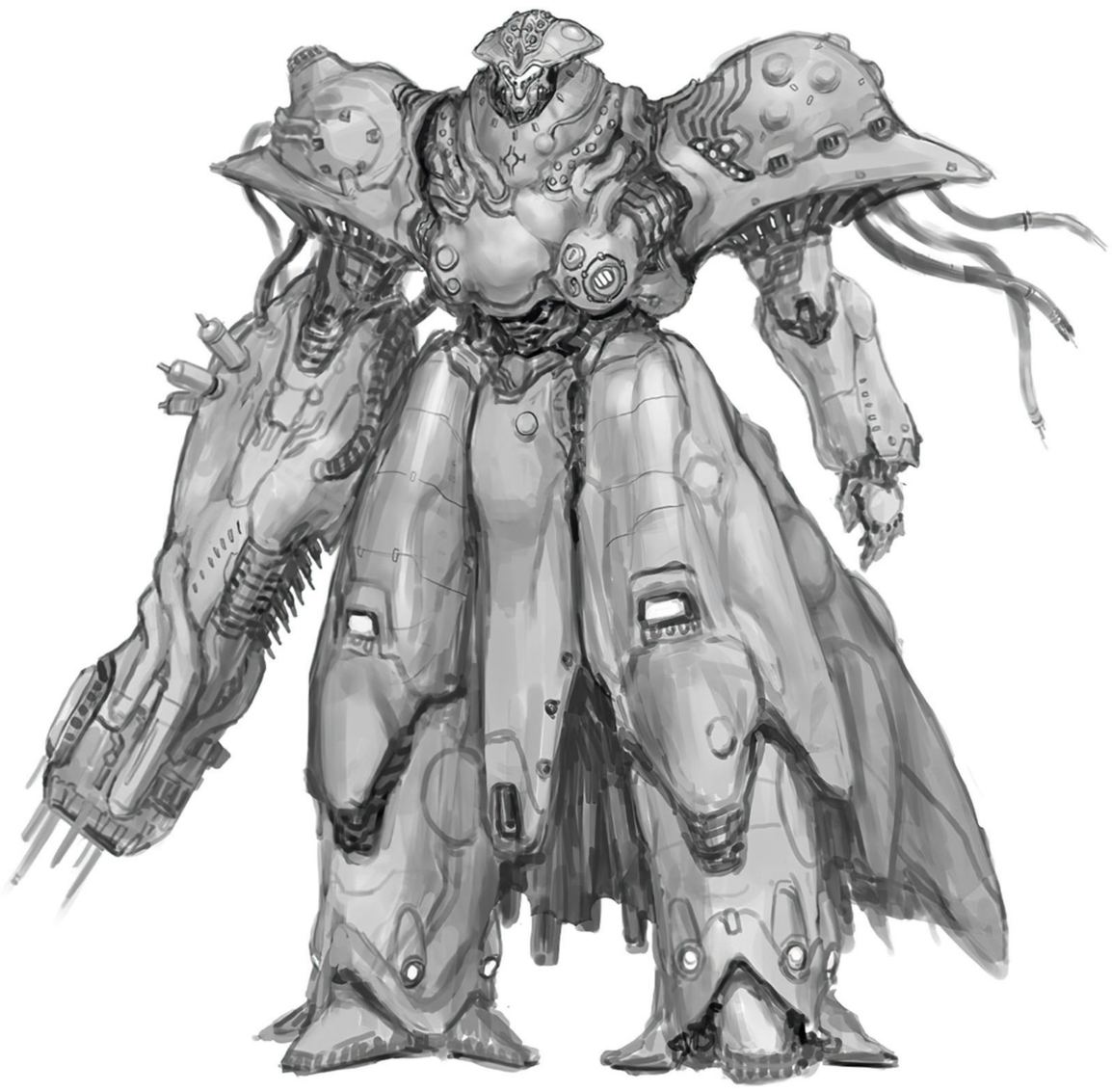


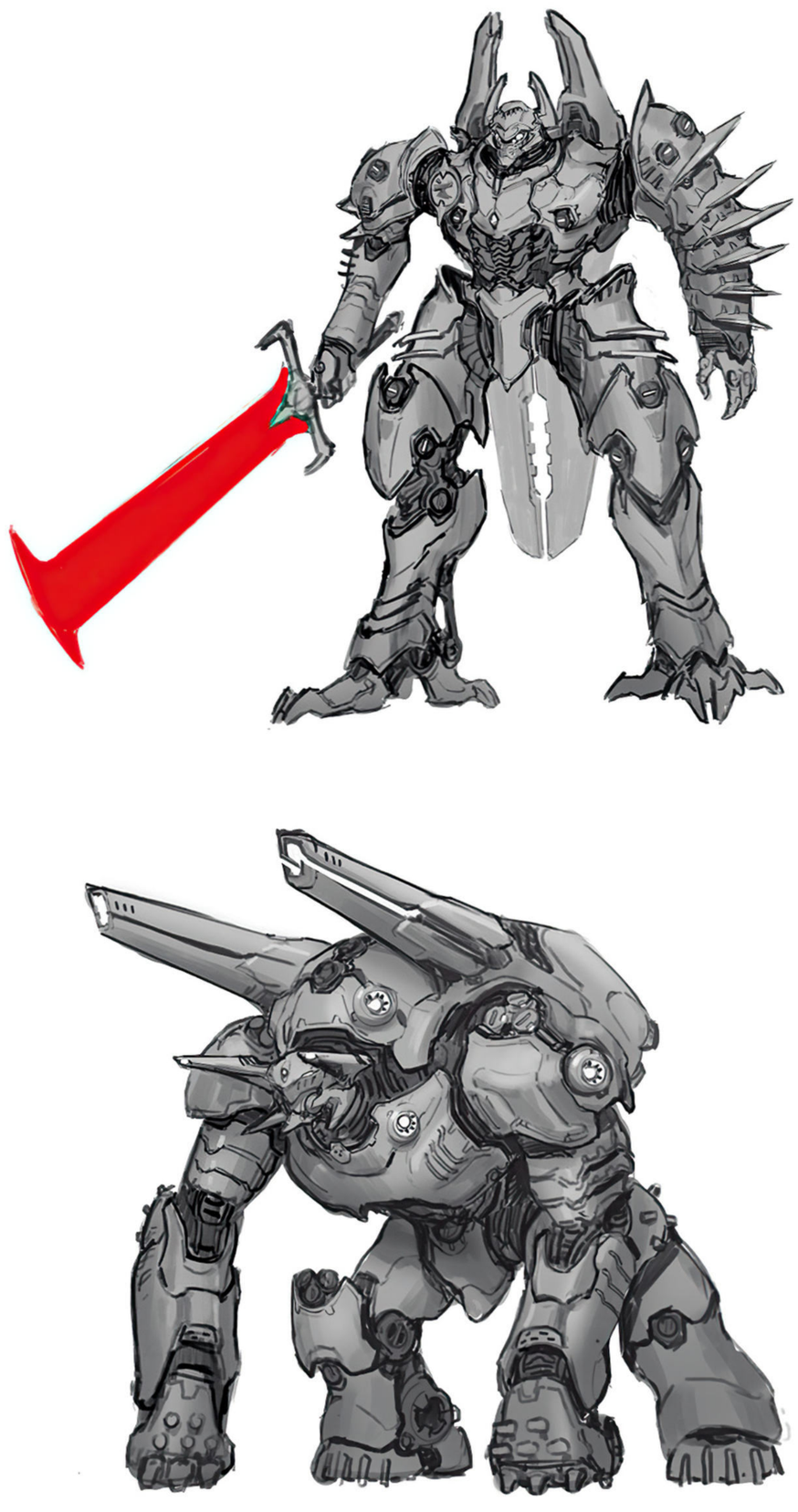
[top] Unmaykr Case / [mid left] Jump Pad / [mid right] Dash Power-up / [bottom] Blood Punch altar—Colin Geller

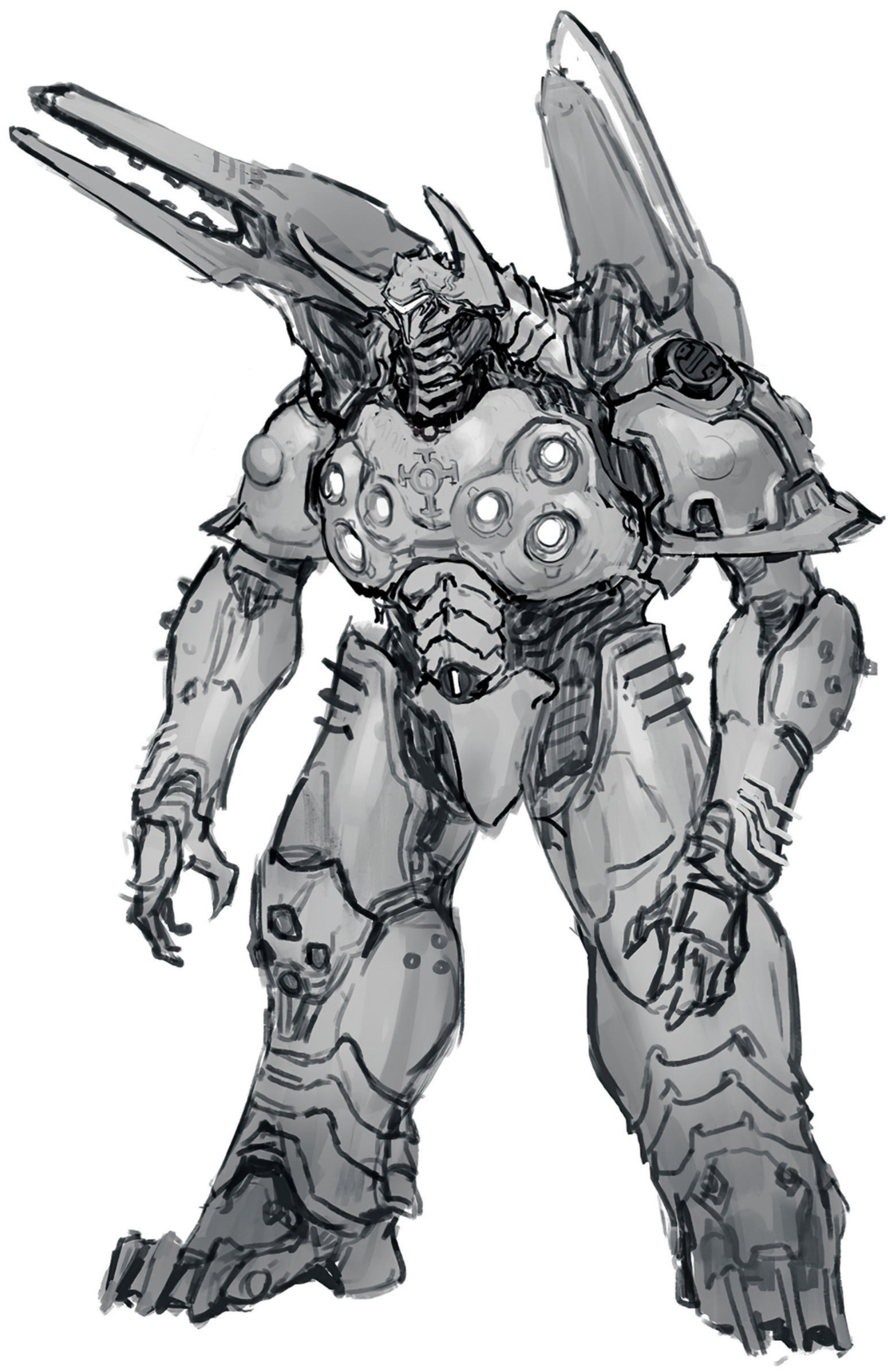
[above] Slayer Door—Ethan Evans / [below] Slayer Door Key—Ethan Evans

[top] Slayer Room—Alex Palma / [bottom] Altar Circular Room —Alex Palma

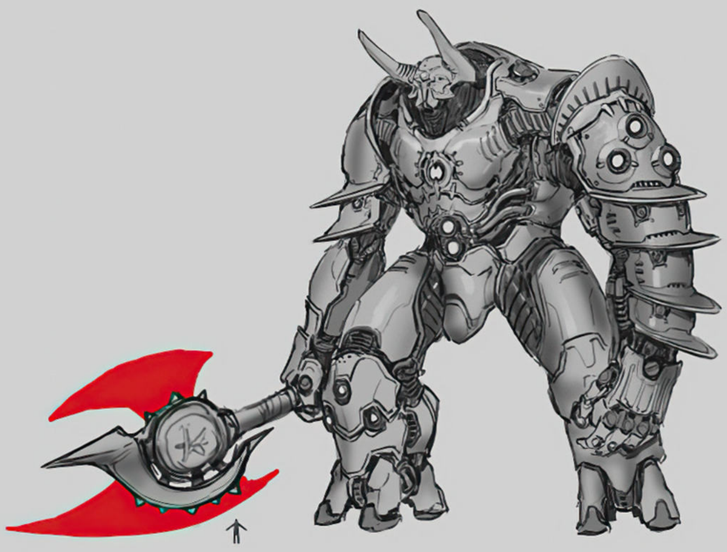


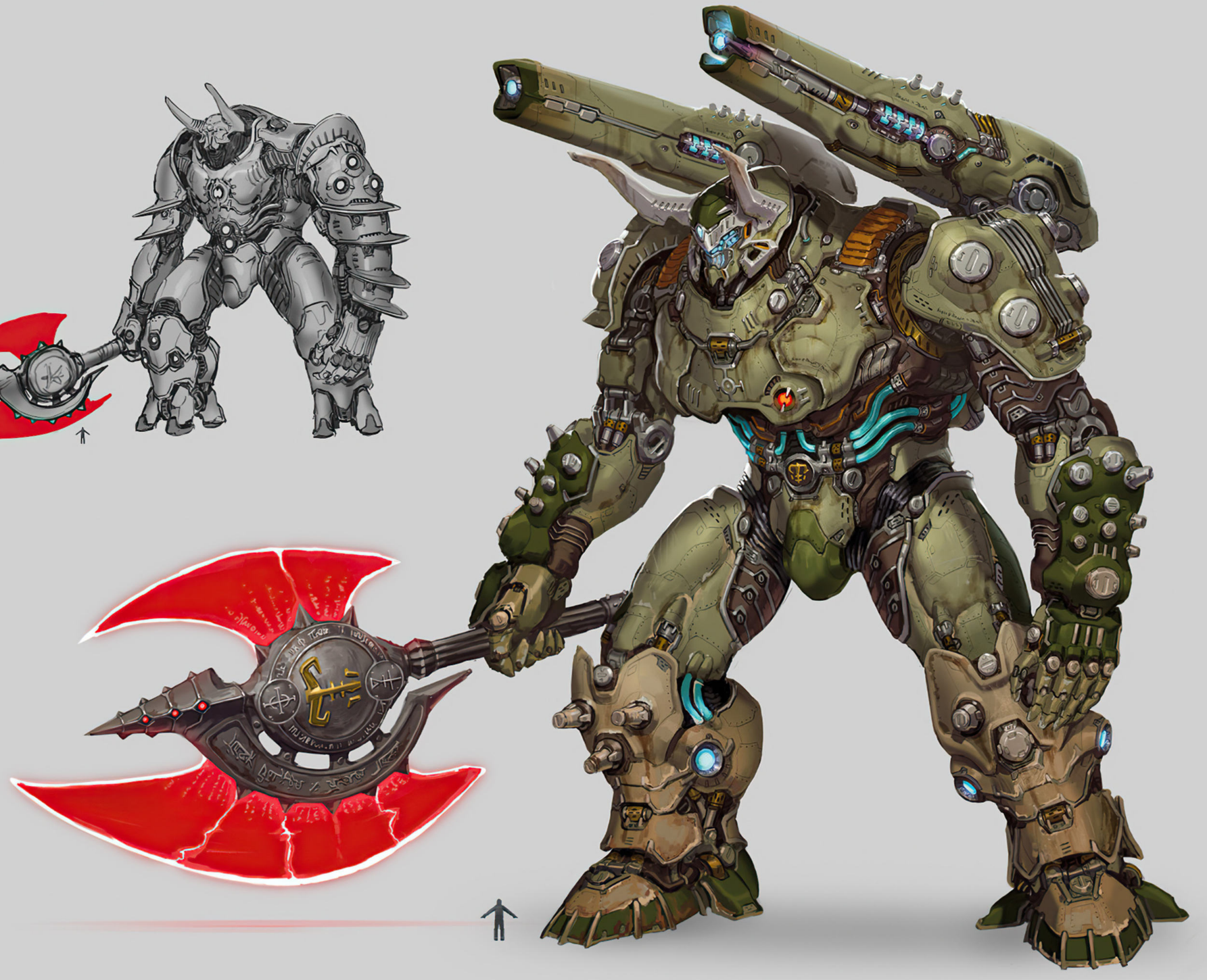






Sentinel Mech ideation—Emerson Tung





Sentinel Mech—Emerson Tung

Hub exterior—Colin Geller

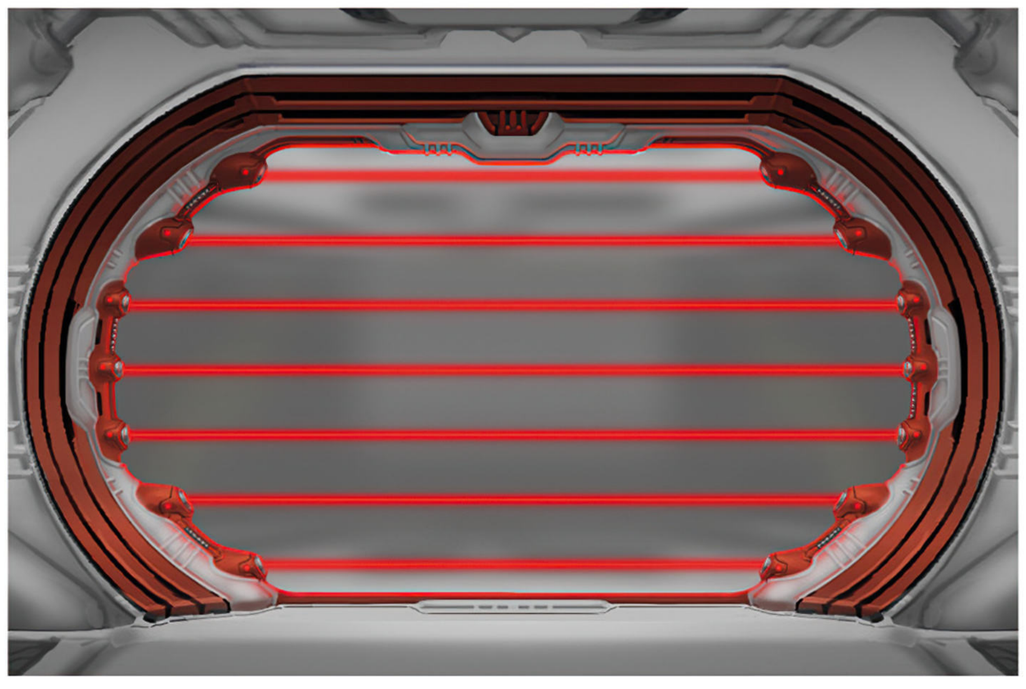
[top] Hub Unmaykr Case / [bottom] Skybox—Colin Geller

URDAK

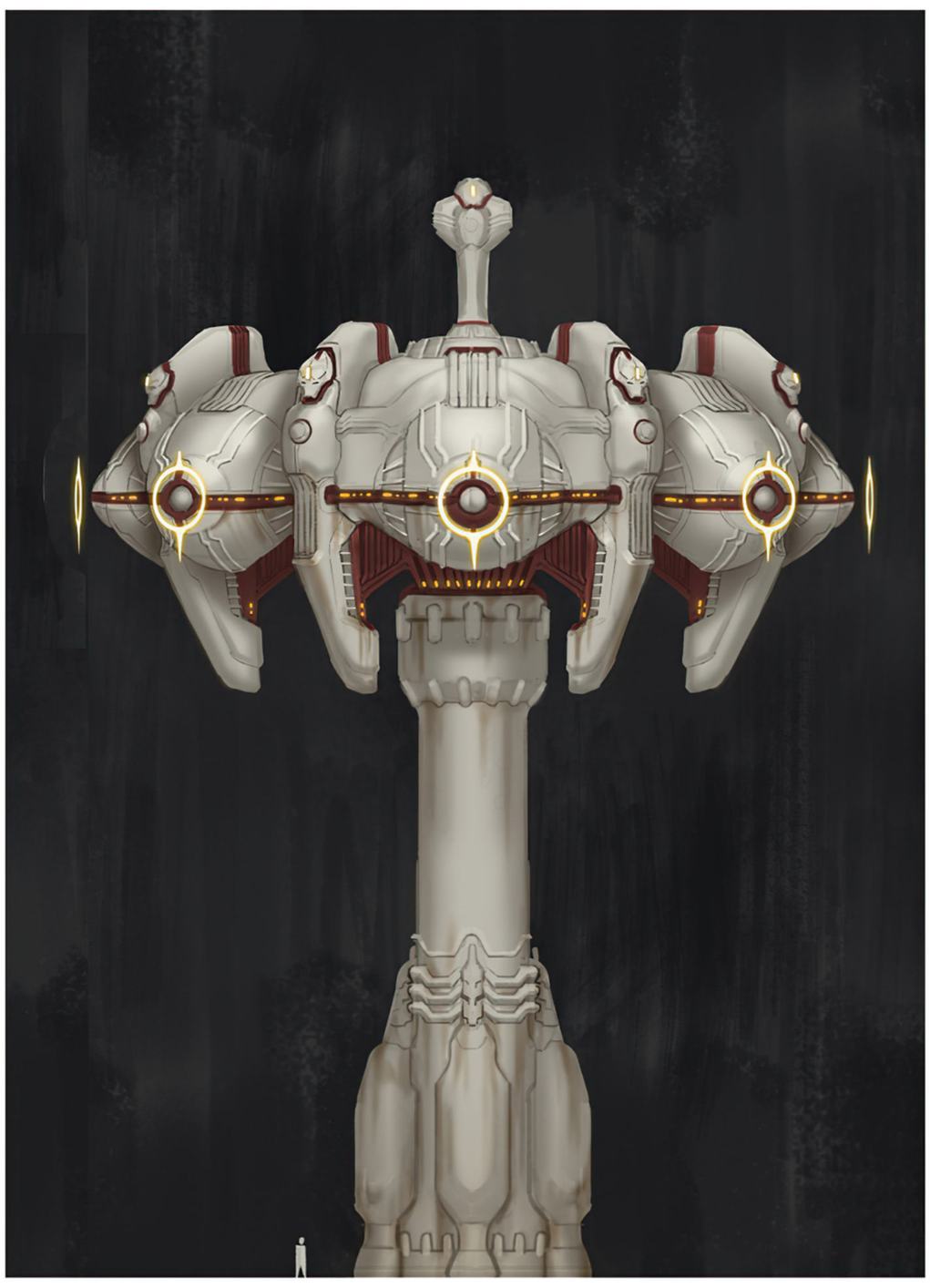
URDAK IS THE FLOATING capital city of the Maykr race. A hub of transcendent technology, all of Urdak is powered by a purified form of Argent energy, an energy source that is considered sacred in Maykrian scripture. Prolonged use of Argent energy has transformed the Maykrs, evolving their shared consciousness over time.

In Maykr legend, Urdak itself is considered a living being, made of the souls of Maykrs past. According to the legend, in the beginning there was only one Maykr—the Father—who, upon his death, fractured his soul into a hundred sentient pieces, creating what would become the first Maykr society.

Maykr Homeworld—Emerson Tung

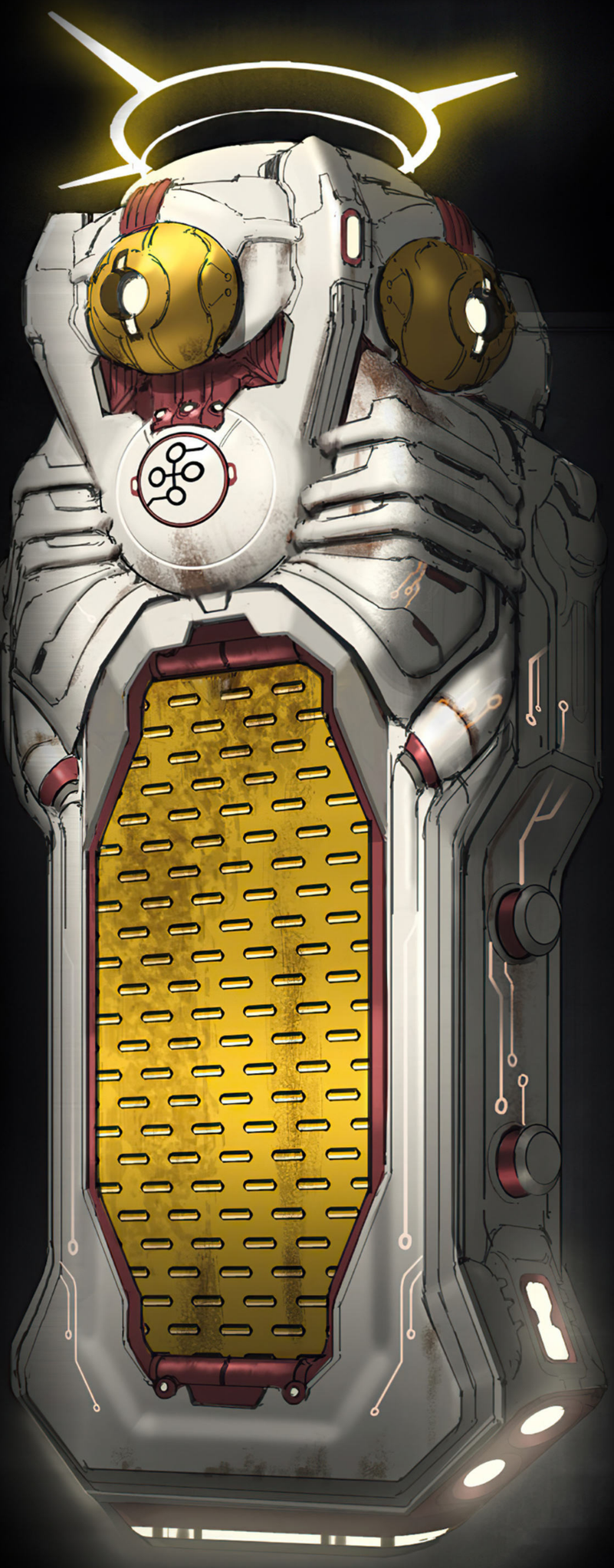


[top] Maykr Exterior—Emerson Tung / [mid] Maykr Facade—Emerson Tung / [bottom] Maykr Door—Ethan Evans



Maykr architecture—Emerson Tung

Maykr Stasis Chamber—Emerson Tung

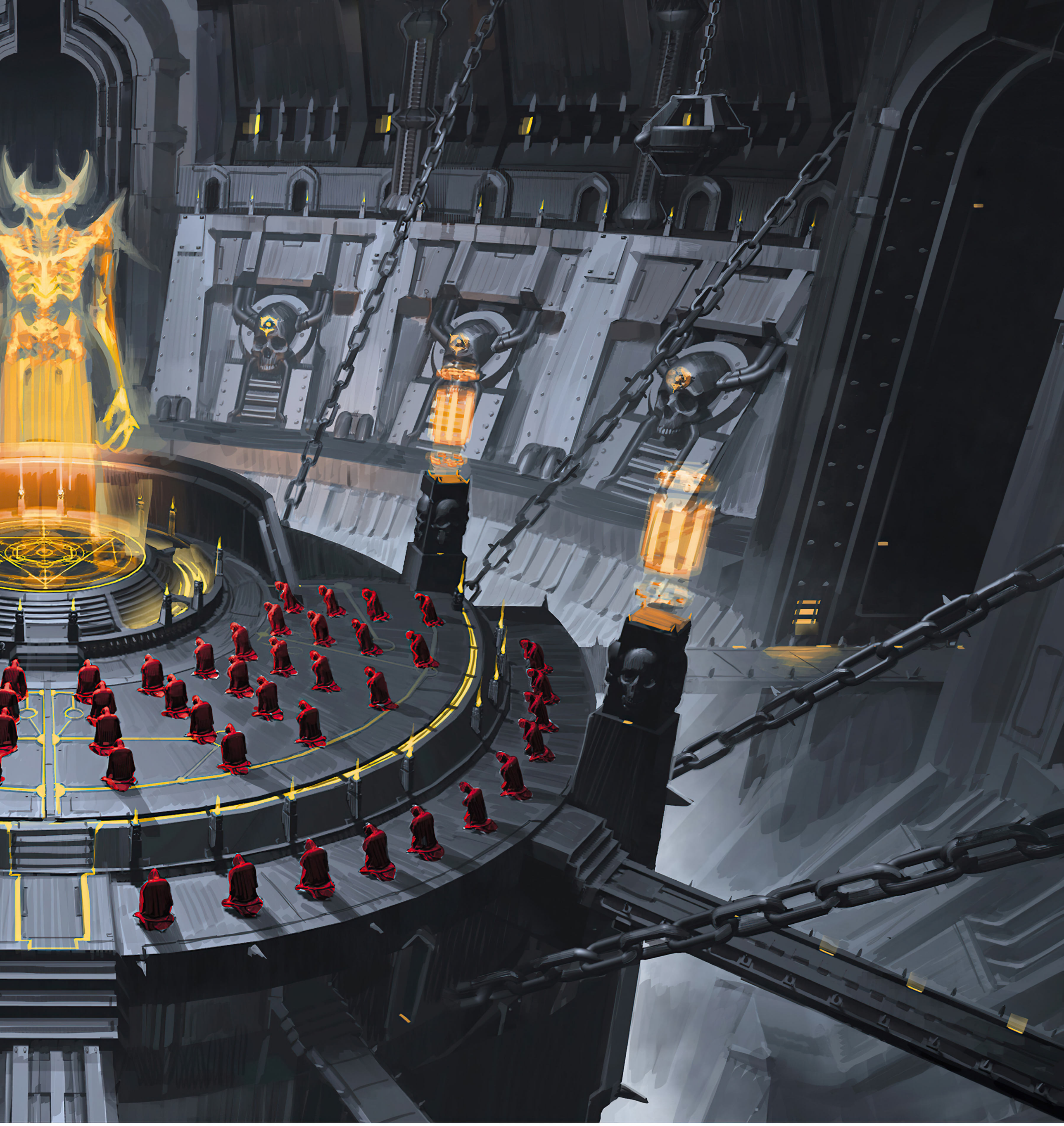


[top left] Maykr Floating Wall—Joe Marquis / [top right] Maykr Console—Emerson Tung / [bottom] Maykr Rune—Alex Palma

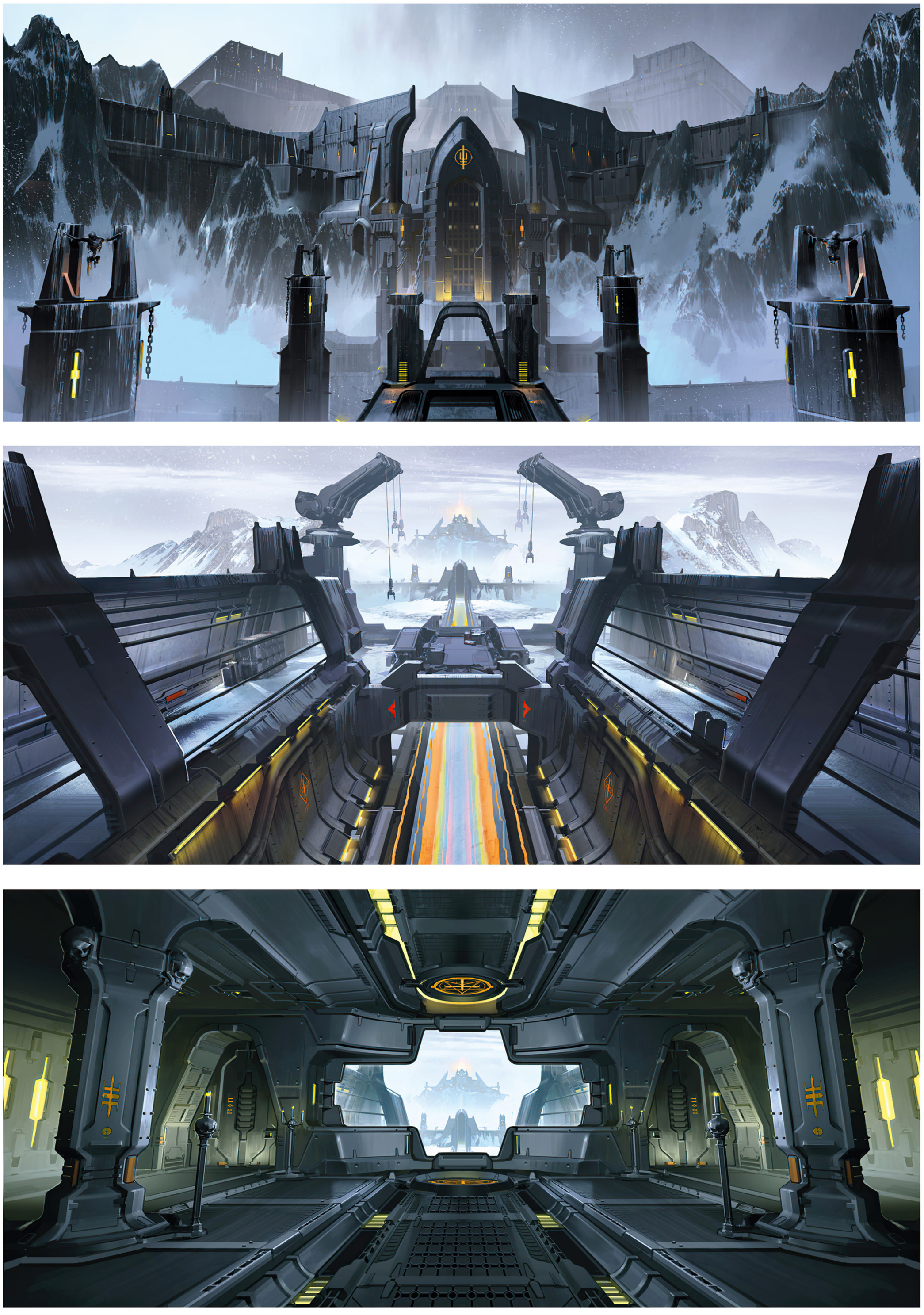
Maykr Archangel—Emerson Tung

CULTISTS' ENCLAVE

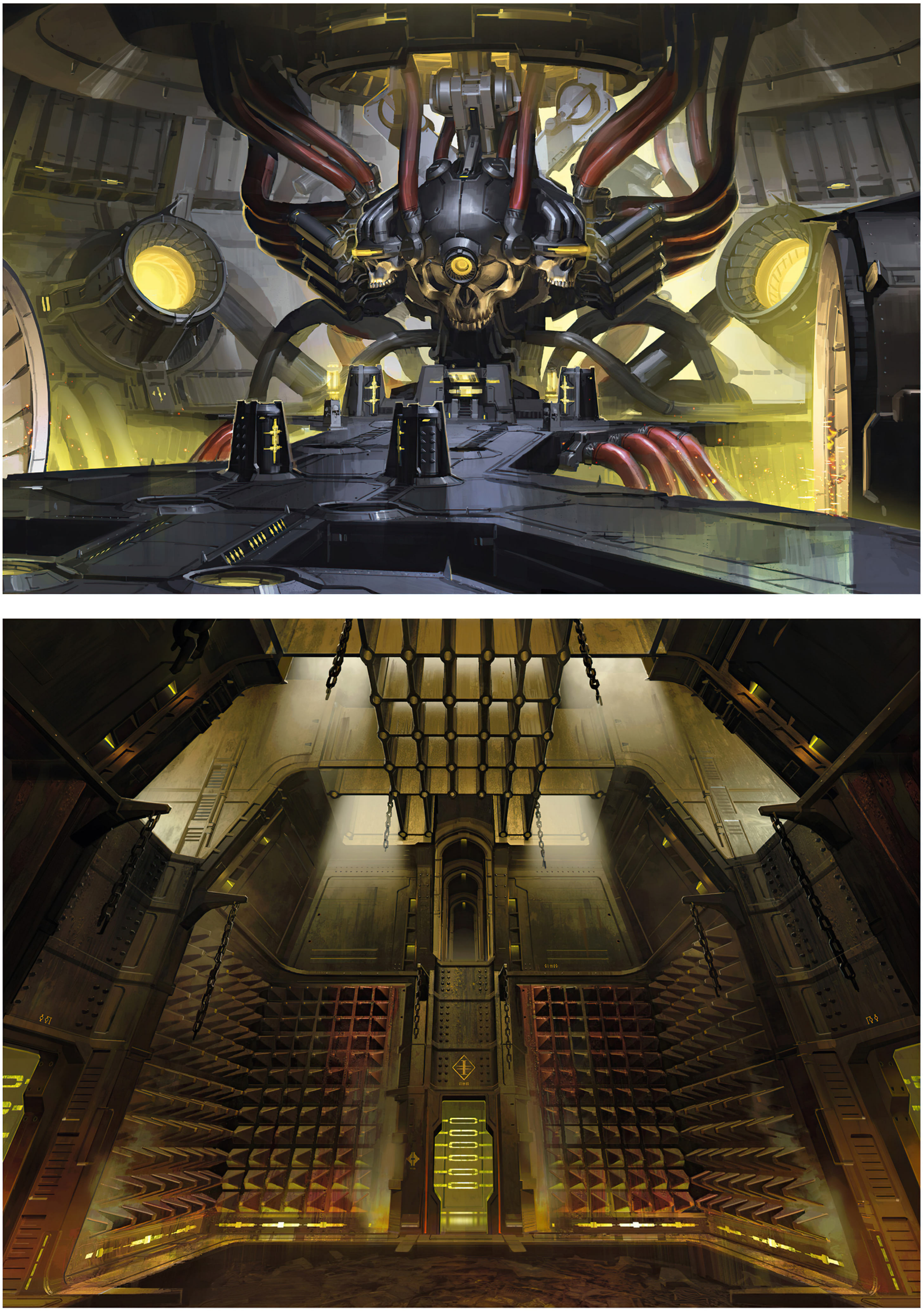
FOLLOWING THE EVENTS ON MARS, the UAC splintered into competing factions. In their search to tap into Hell's dimension, the secret research divisions of the UAC responsible for study of and experimentation into Hell would in time become drawn to its power, opening the pathway to evil. Corrupted by Hell's influence, they united and broke from the UAC, establishing their own presence on Earth. From its earliest roots in the underground Lazarus facility, this secret society founded in the occult quickly mutated into a cult of ritual sacrifice and blood offerings to ancient demonic gods. Consumed by evil, the Cult's followers had become living shells—human vessels for Hell's bidding—ultimately answering directly to the commands of the elusive Hell Priest Deag Ranak.



Cultist Altar—Jon Lane

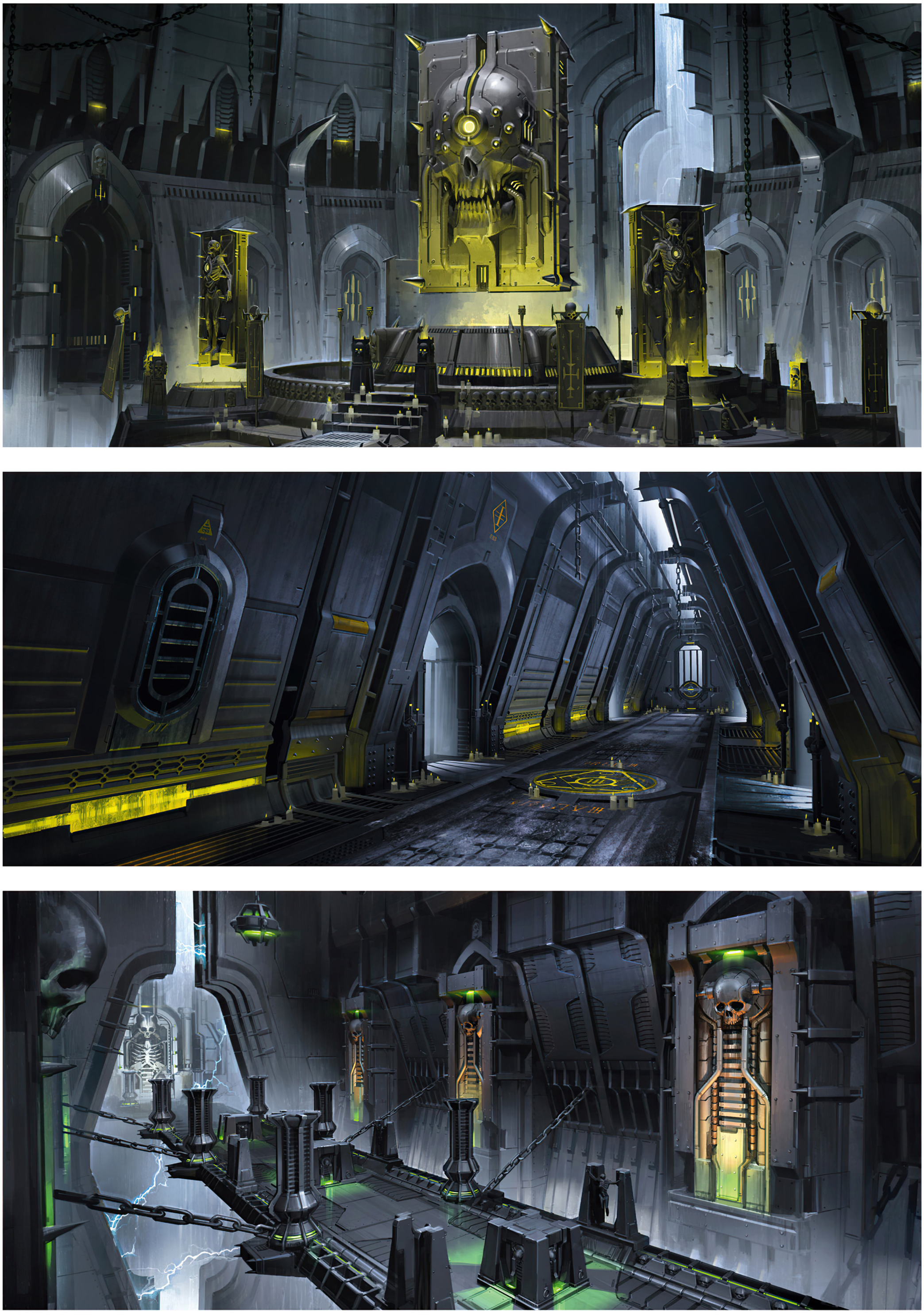


[top] Cultist Entrance / [mid] Cultist Trainyard / [bottom] Cultist Interior—Jon Lane

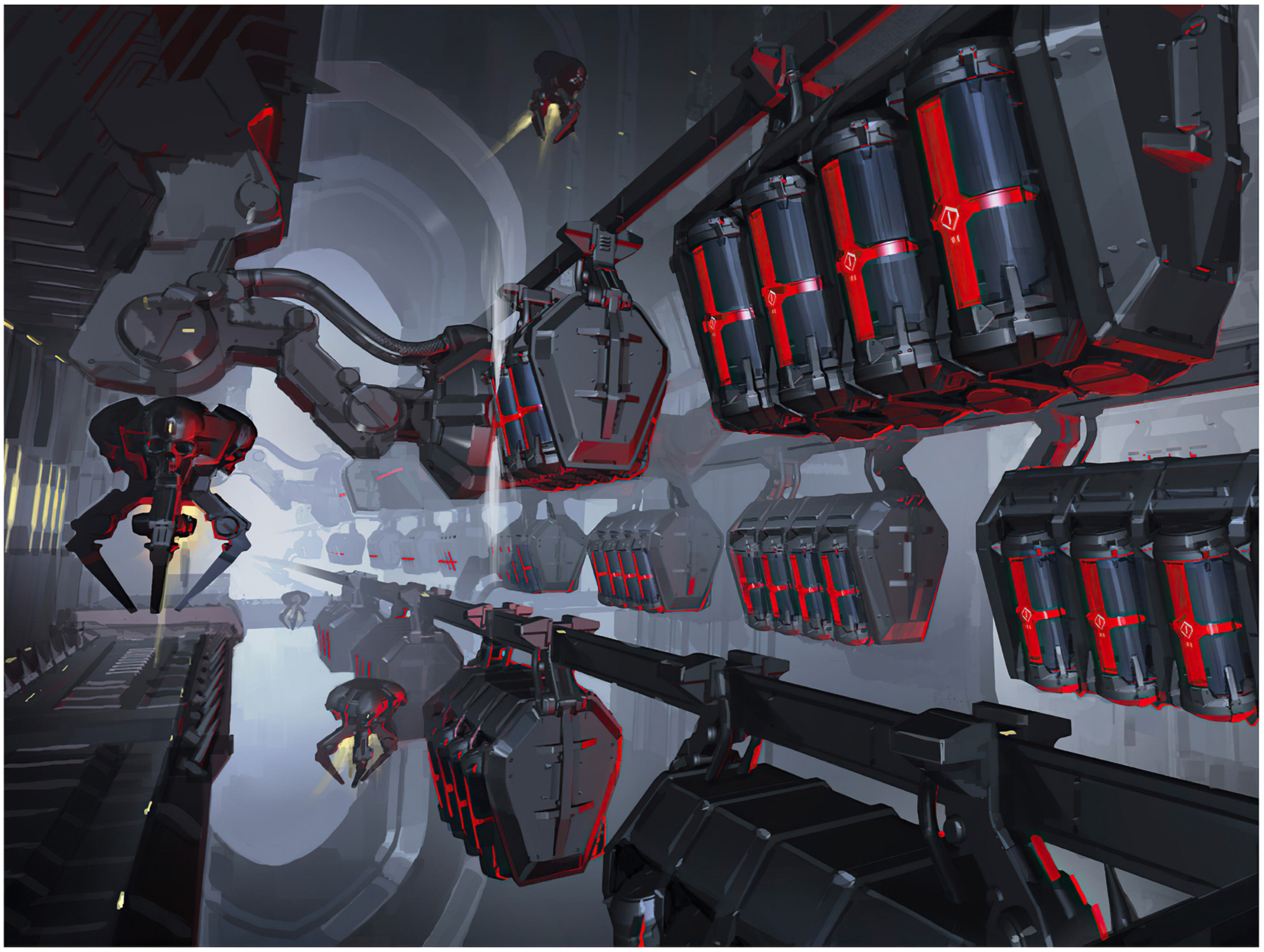


[above] Engine Room / [below] Death Pit—Jon Lane

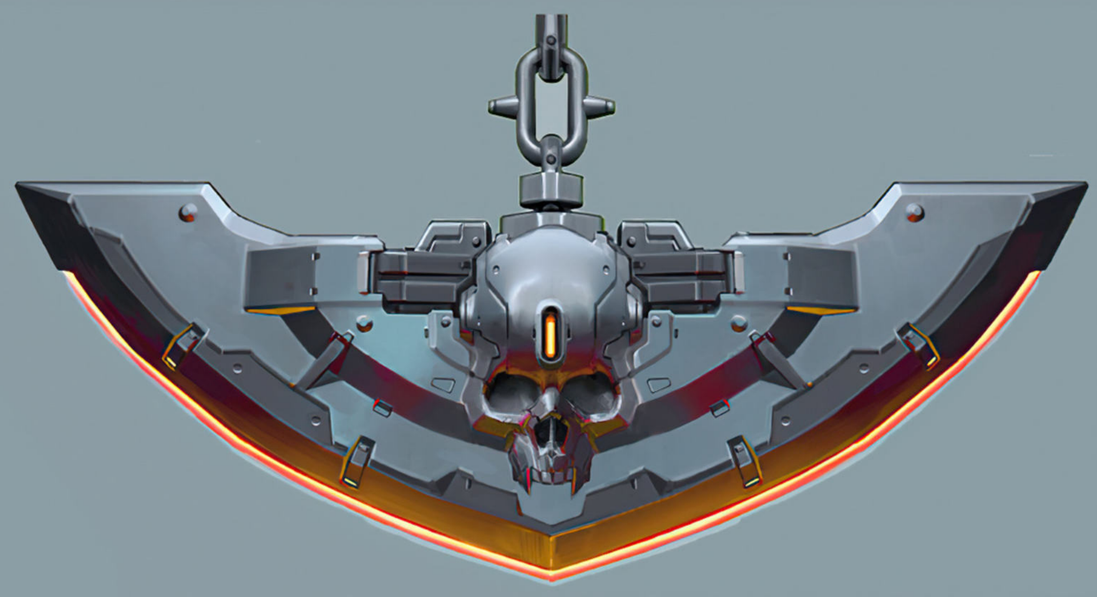
[above] Crucified Demon / [below] Revenant Possession Room—Jon Lane



Cultist Interiors—Jon Lane



[above] Blood Transport—Jon Lane / [below] Drone Maintenance—Ethan Evans



Cultist Props—Jon Lane

Cultist Base Ideation—Jon Lane

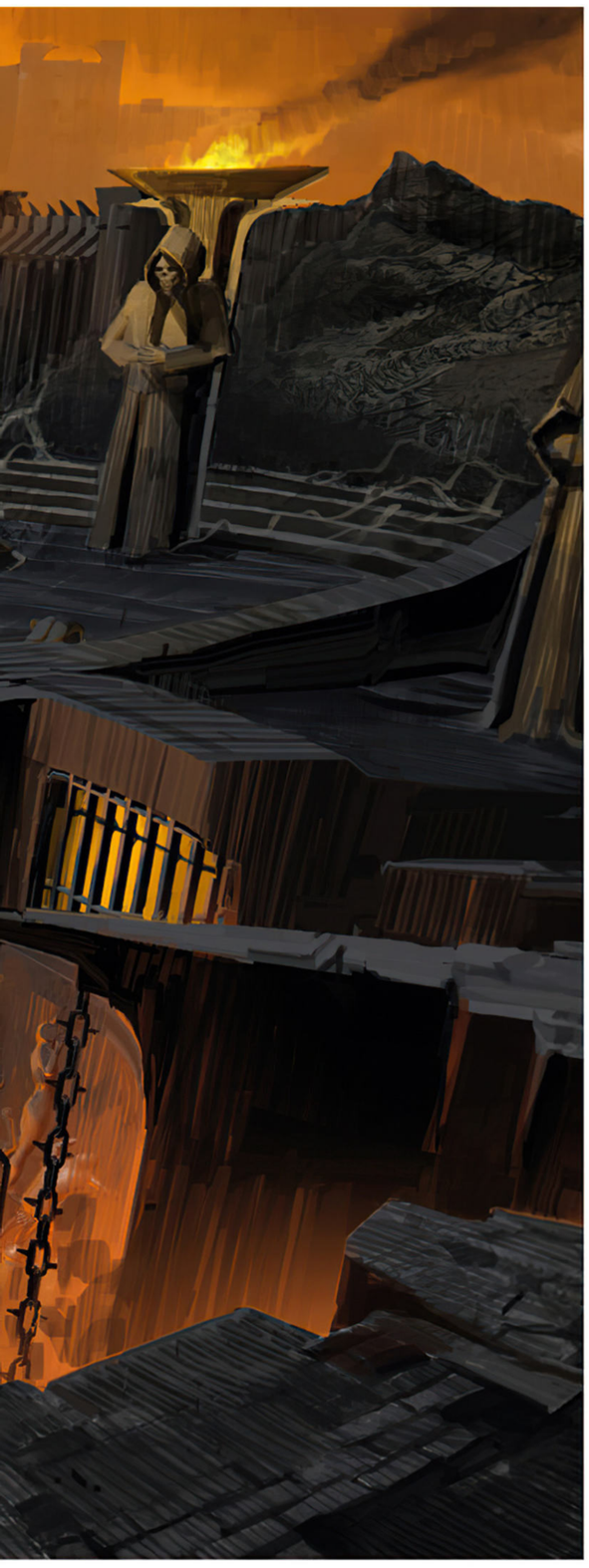
HELL

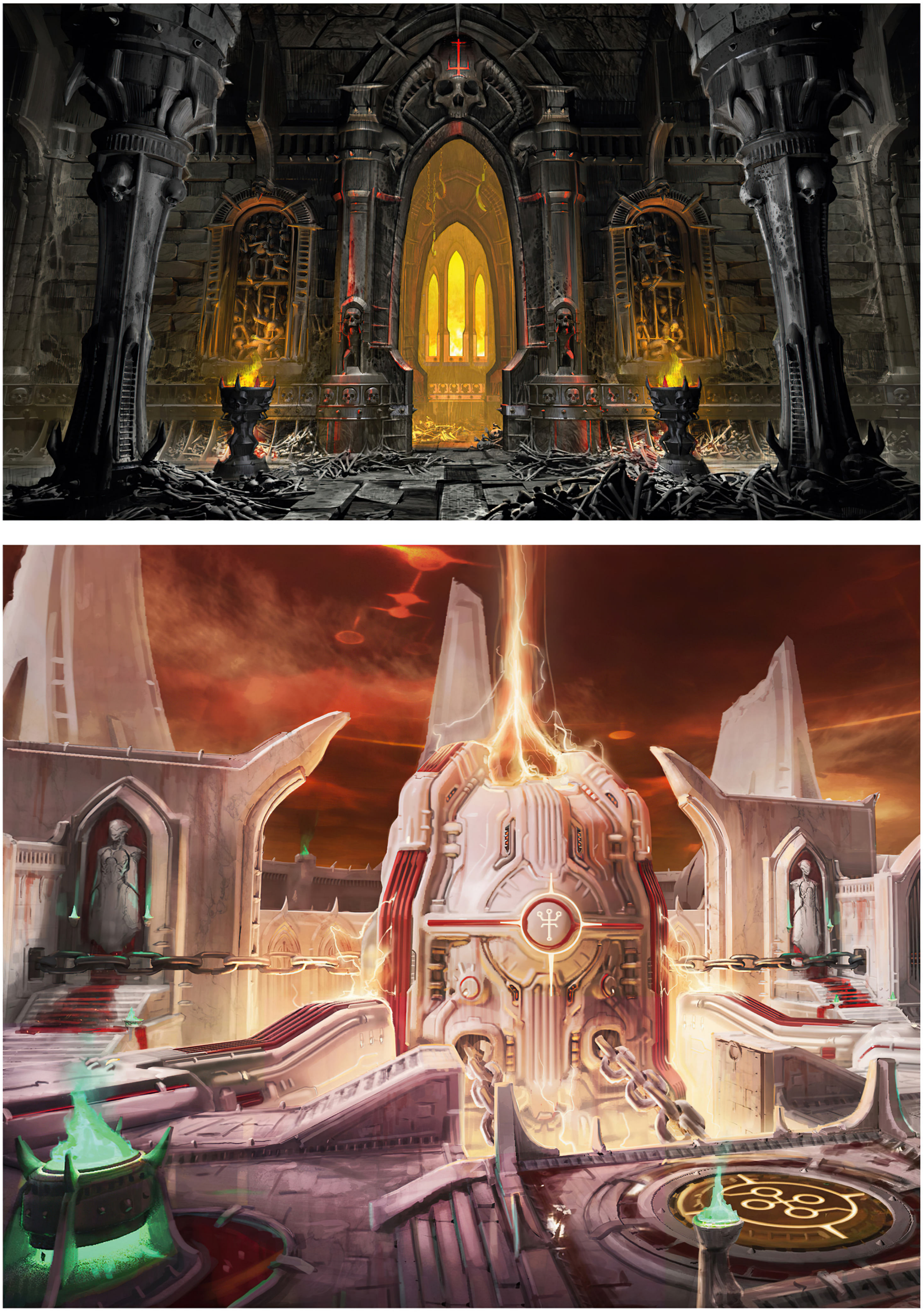
BOUND BY THE FORCES OF CHAOS, Hell is unlimited by boundaries of space, time, or dimension. Hell is itself a living thing, an entity possessing certain undeniable sentience. An inverse image of the living world, Hell thrives on the destruction of life, and the greater the pain and suffering it inflicts into our world, the more powerful it becomes. For all of eternity, Hell has been ruled by an ancient order of evil: six sovereign chapters of the six eldest demon gods—descendants of the six unholy bloodlines born from the primordial black heart. For an eternity, the Nameless One has brought treachery, torment, and war to the outer worlds, driven by an insatiable hunger to secure its dominion over the souls of the living. Many worlds have fallen to Hell, each now bound to ruin, connected by pathways of darkness transcending space and time.

Hell Gate—Jon Lane

[opposite] Tower of Babel / [above] Tower Entrance / [below] Soul Extraction—Jon Lane

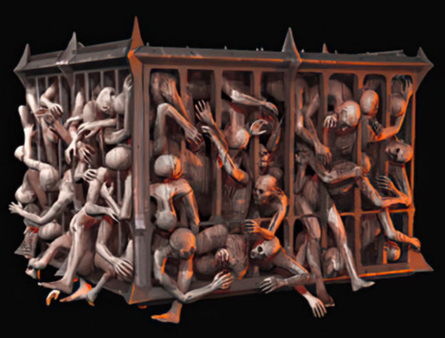
[top] Hell Vista / [bottom left] Soul Pit / [bottom right] Torture Chamber—Jon Lane



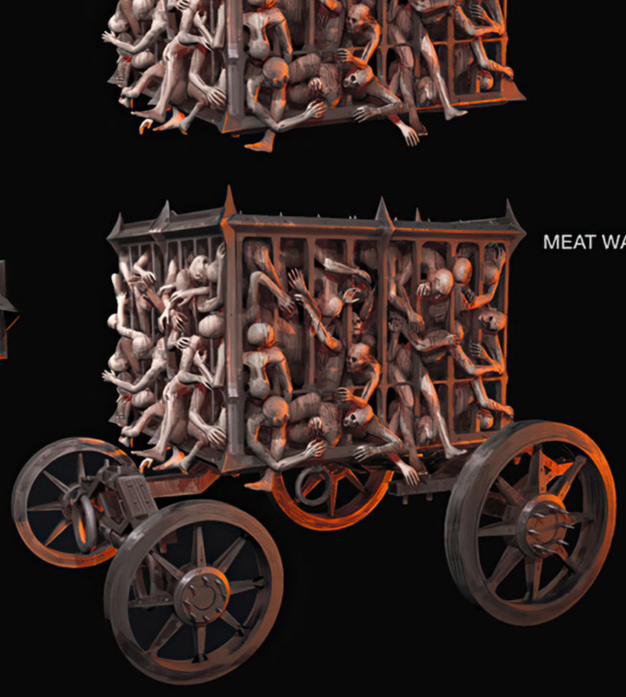


[above] Hell interior—Jon Lane / [below] Hell Tower Exterior—Ethan Evans

CRUCIFIX



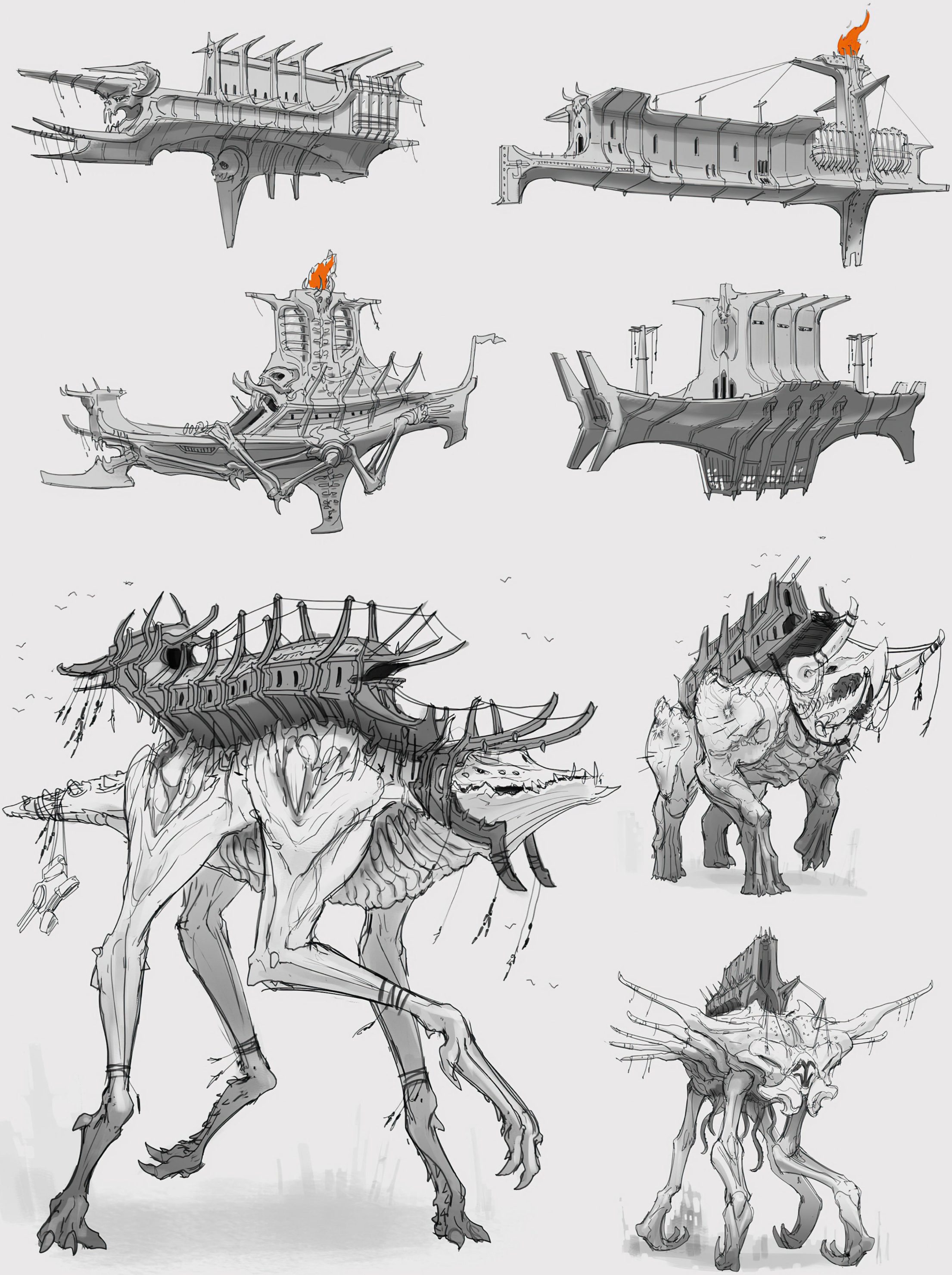
MEAT CAGE



MEAT WAGON

TILEABLE CAGE WALL

Hell props—Jon Lane



Hell Barge ideation—Colin Geller

[top left] Buff Pod—Emerson Tung / [top right] Soul Stream—Jon Lane / [bottom] Hell Structure—Colin Geller

CHAPTER 4

HURT 'EM PLENTY

As a result of the dimensional tethering enacted by Samuel Hayden, the Doom Slayer finds himself disarmed of his arsenal following the events of the Mars invasion.

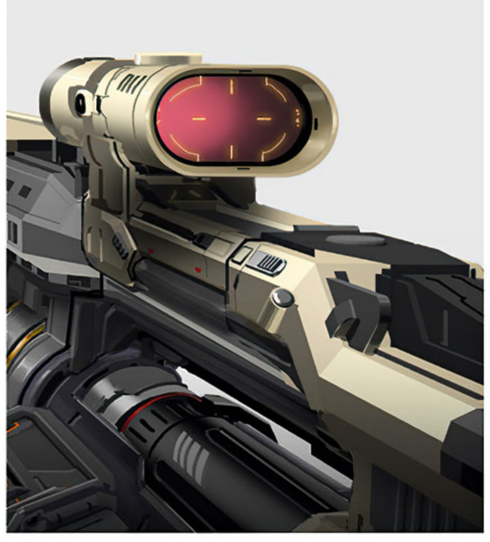
Although a weapon is only as capable as the one who wields it, not all weapons are created equal. A blade or firearm forged for the hands of a Sentinel is considered a sacred tool, personalized to suit the ability, style, and nuance of the warrior who will use it in battle. It is an honored tradition that a Sentinel should never lose the weapon they are bestowed with, and it is only with great shame that a Night warrior is separated from his sacramental arsenal.

With VEGA's assistance, the Slayer performs an interplanetary reconnaissance to locate the lost arsenal, a search that will reclaim the very same weapons that served the Slayer in the Sentinel war against Hell.

[above] Chaingun Shield Mod—Bryan Flynn

[above] Chaingun Turret Mod—Bryan Flynn

[above] Chaingun renders—Jake Hernandez



[above] Heavy Cannon / [mid] Heavy Cannon ideation / [below] Heavy Cannon scope ideation—Colin Geller

[above] Heavy Cannon renders—Robert Hodri

[top] Ballista / [bottom] Ballista mods—Bryan Flynn

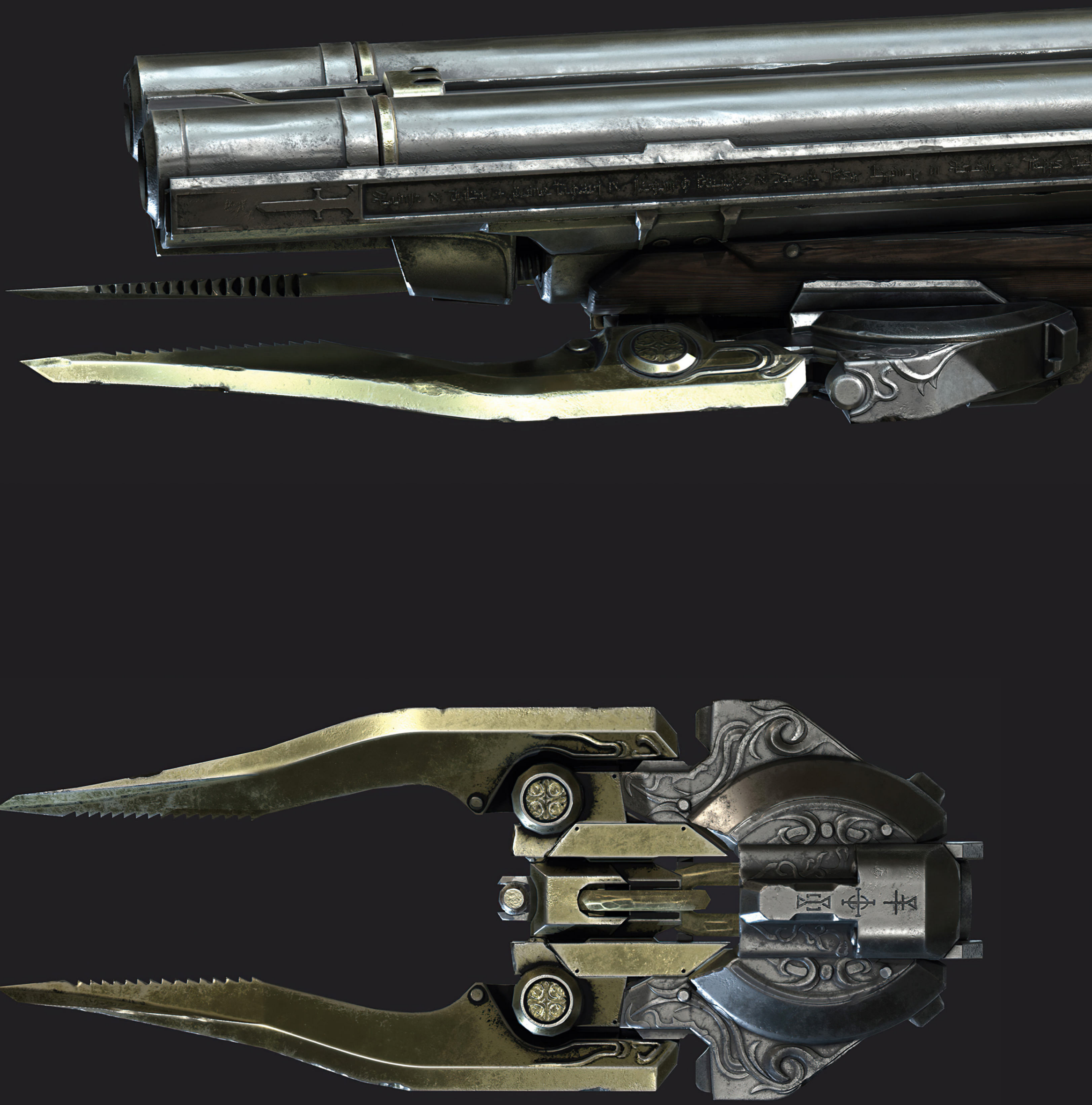
[above] Ballista Renders—Timothee Yeramian

[top] Combat Shotgun render / [bottom] Combat Shotgun pop-rocket render—Jake Hernandez

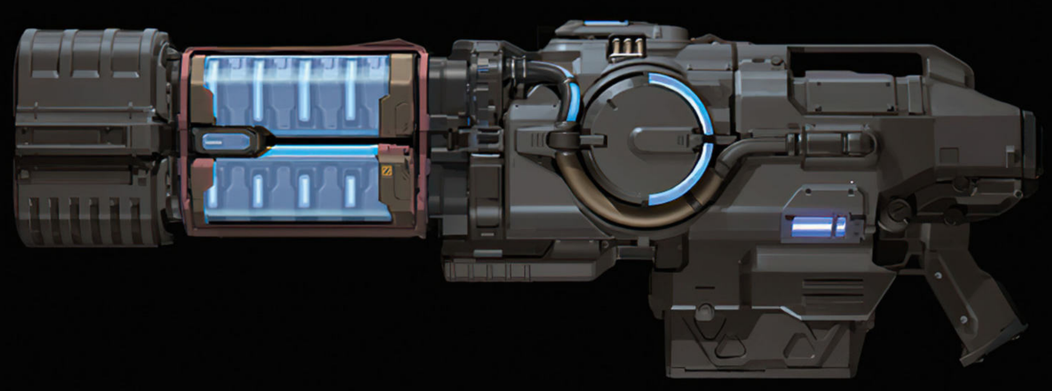
[above] Combat Shotgun renders—Jake Hernandez

[top] Combat Shotgun / [bottom] Combat Shotgun pop-rocket mod—Jon Lane

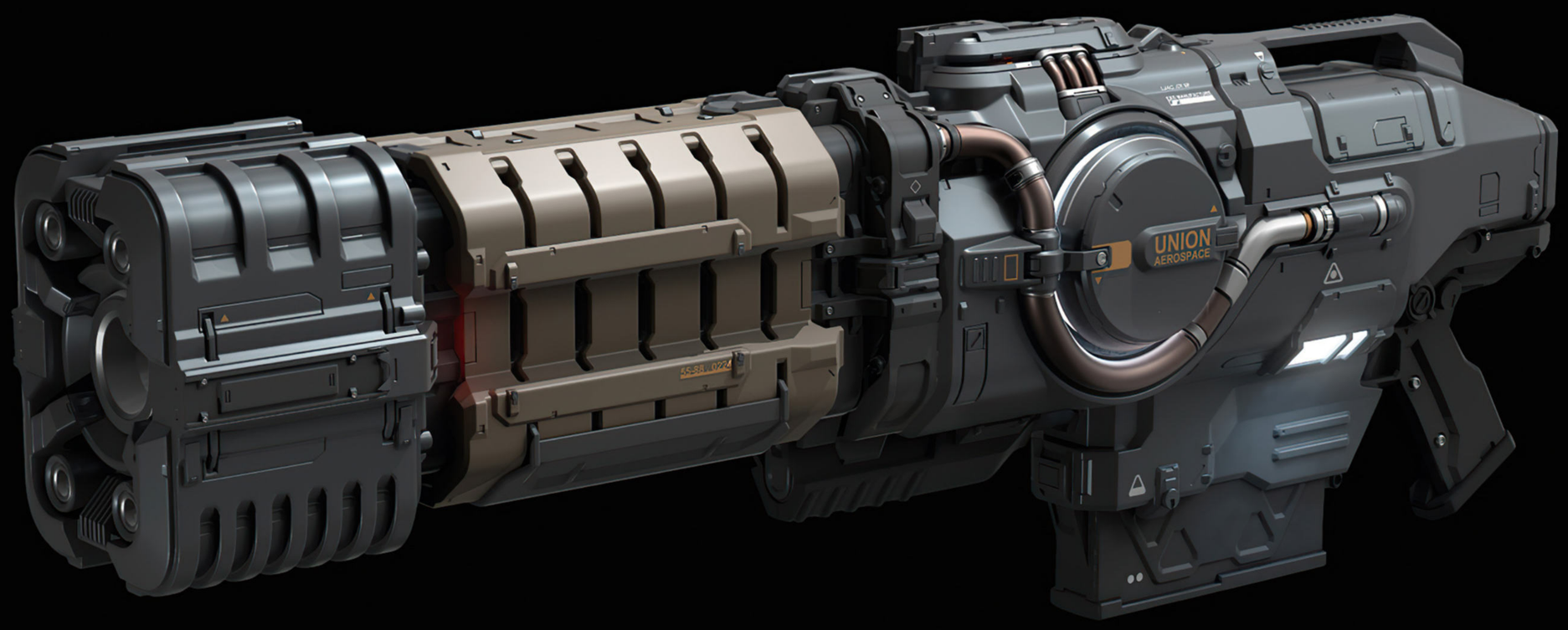
[top] Super Shotgun / [bottom] Super Shotgun ideation—Jon Lane



[above] Super Shotgun renders—Felix Leyendecker

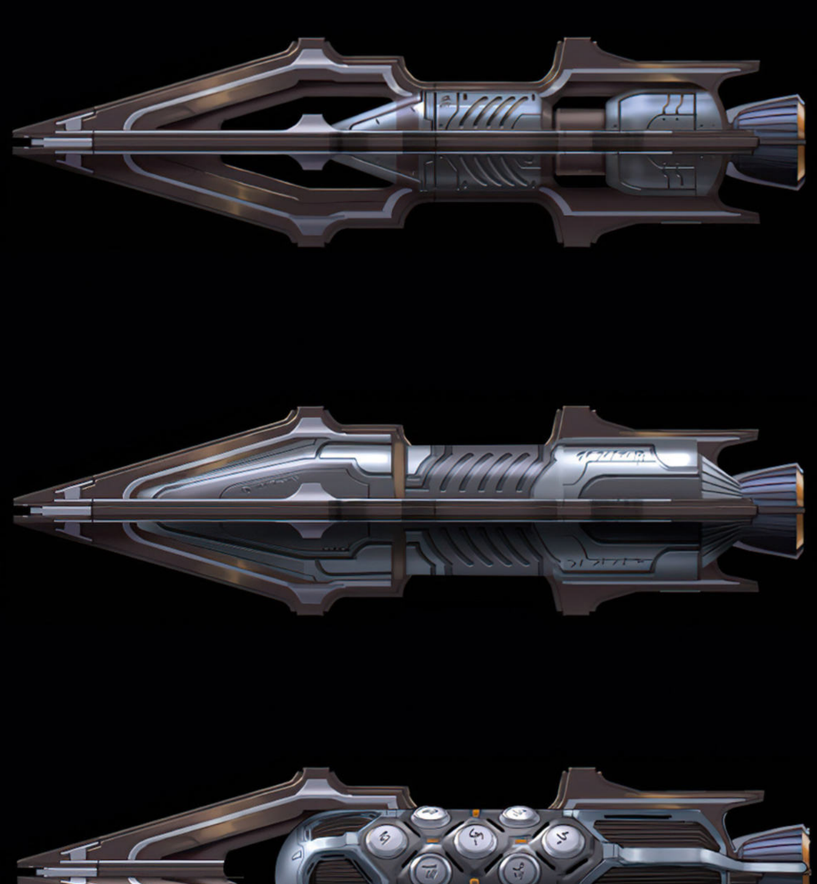


[top] Plasma Rifle / [bottom] Plasma Rifle Heatwave mod—Jon Lane

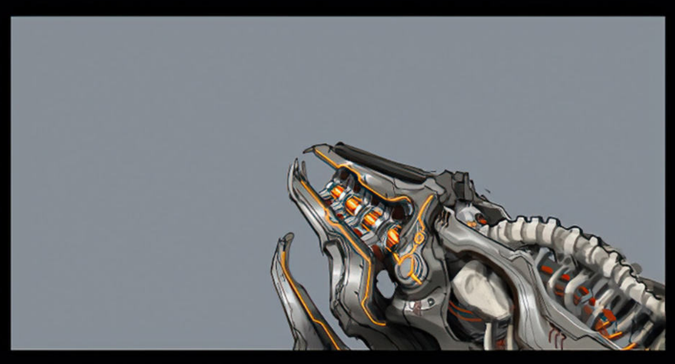


[above] Plasma Rifle renders—Neil McKnight

[above] Rocket Launcher renders—Jake Hernandez



[top] Rocket Launcher / [mid] Rocket mods / [bottom left] Rocket projectile ideation / [bottom right] Rocket POV—Colin Geller



[top] Unmaykr / [bottom] Unmaykr ideation—Colin Geller

[top] BFG—Bryan Flynn / [bottom] BFG Renders—Timothee Yeramian

[above] Crucible ideation—Emerson Tung

[above] Crucible ideation—Emerson Tung

CHAPTER 5

DEMON vs. SLAYER

Within the hub of the Doom Slayer's chamber, VEGA monitors quantum aberrations with great interest. As the forces of Hell and Urdak collide with the mortal realm, the tenuous order of reality begins to fragment, signaling the dawn of a new age of chaos.

A dedicated portion of VEGA's simulation matrix observes, records, and analyzes these dimensional abnormalities as VEGA attempts to comprehend their meaning. Processing a veritable kaleidoscope of hyperfluxual phenomena, VEGA observes what may very well be the result of a multiverse imploding inward upon itself, where countless battles are fought between the Doom Slayer and demonkind.

To further explore this anomaly, VEGA designs an onboard omni-contextual interface, an interdimensional man-machine gateway that would allow the Slayer to engage in these skirmishes directly. As the Slayer enters the gateway, his surroundings take the form of an arena, in tandem with the arrival of adversaries ready for battle. Seemingly extracted from his own experiential data, the opponents the Slayer faces are familiar but now transformed by some unseen force.

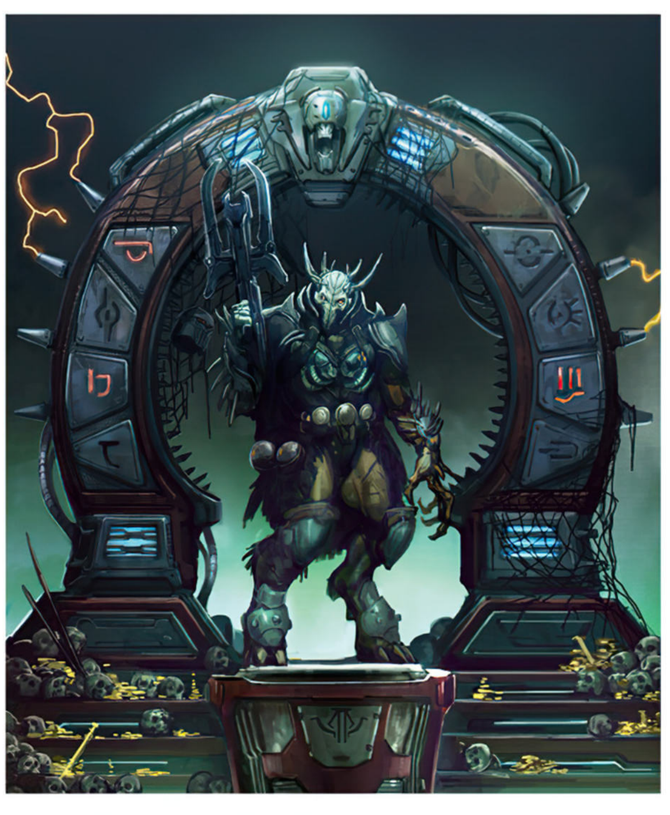
PLAYER CUSTOMIZATION

IN ITS ANALYSIS of this aberration, VEGA observes ephemeral distortions within the fabric of reality: scrambled reflections of the physical world. As the Slayer interacts with this anomaly, a peculiar ripple in the anomaly's composition emerges, seemingly reacting to the Slayer's presence reflexively. The anomaly reshapes itself, calibrating itself to the Slayer, responding to his memory, ancestral, and memetic data, before ultimately projecting itself onto the Slayer himself.

[opposite] Zombie Slayer skin—Emerson Tung / [top] Cultist Slayer skin / [bottom] Maykr Slayer skin—Alex Palma

[top] Hell podium / [bottom] UAC podium—Ethan Evans

[above] Sentinel podiums—Ethan Evans



[top] Earth Tech podium—Joe Marquis / [bottom] Podium ideation—Alex Palma

[above] Podium ideation—Ethan Evans

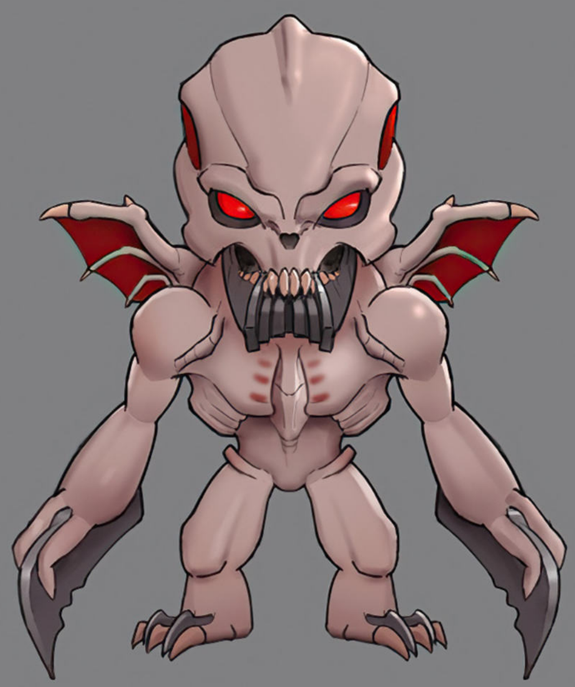
Marauder Cultist skin—Emerson Tung

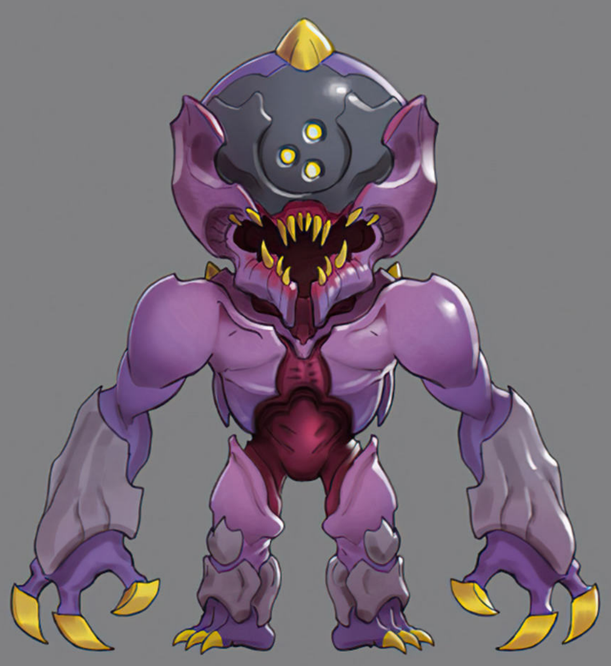
[top] Mancubus Zombie skin—Emerson Tung / [bottom left] Marauder Zombie skin—Emerson Tung / [bottom right] Revenant Zombie skin—Emerson Tung

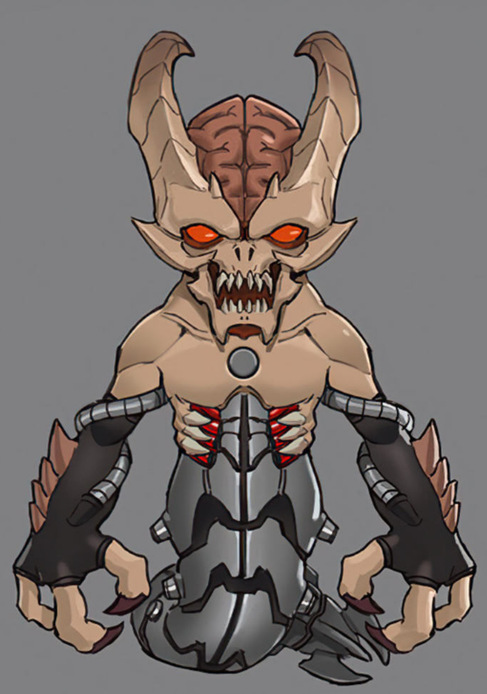
[above] Pain Elemental Zombie skin—Emerson Tung / [below] Pain Elemental hands—Jon Lane

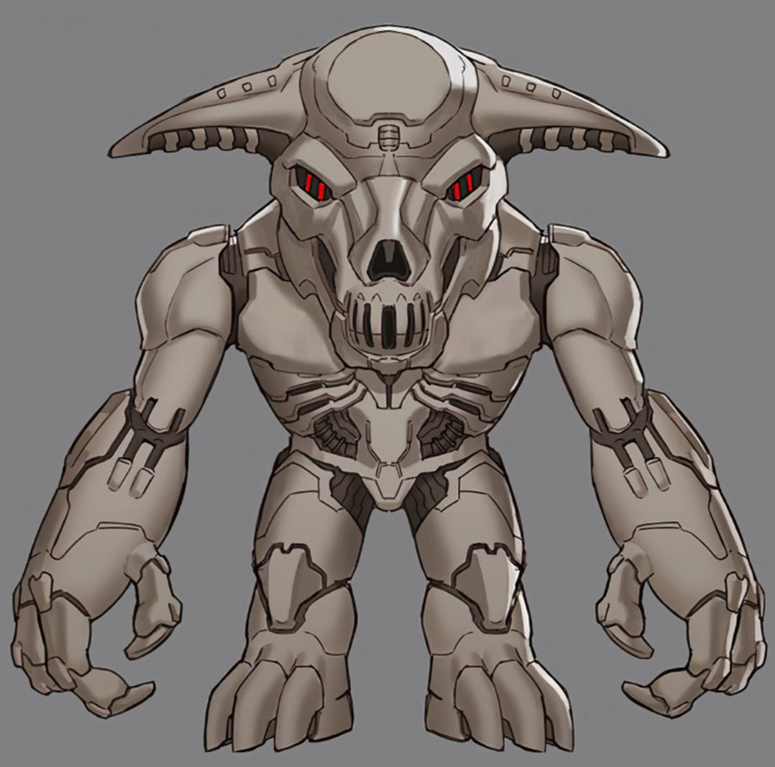
[top] Doot Revenant skin—Emerson Tung / [bottom] Classic Revenant skin—Ethan Evans

Collectibles—Jon Lane, Emerson Tung, Joe Marquis, Collin Geller









CREDITS

ART DIRECTION

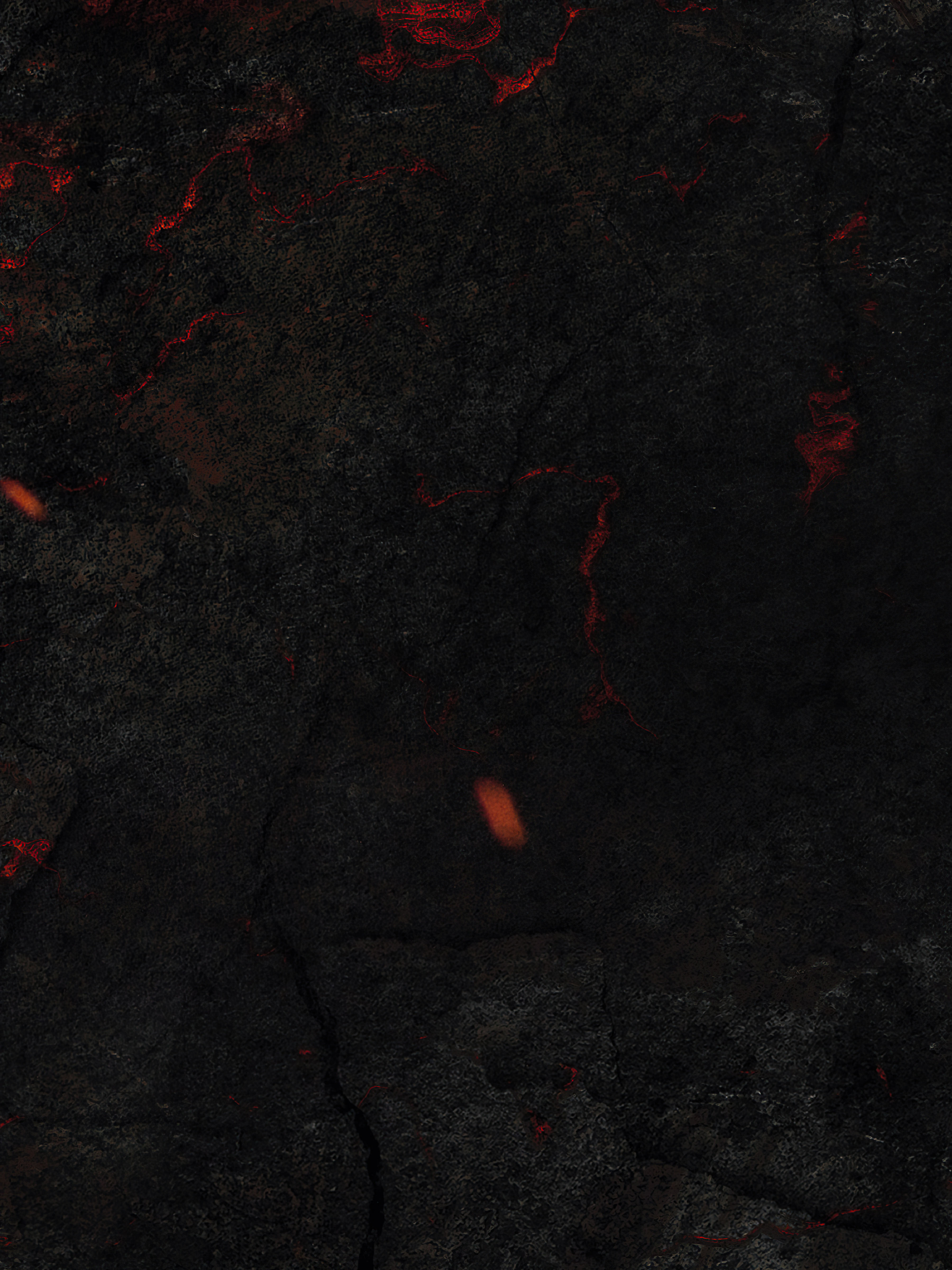
HUGO MARTIN

CONCEPT ART

ALEX PALMA
BRYAN FLYNN
COLIN GELLER
EMERSON TUNG
ETHAN EVANS
JOE MARQUIS
JON LANE
MATTIAS ASTENVALD

3D ART

DENZIL O'NEILL
EMANUEL PALALIC
FELIX LEYENDECKER
FIELD LEISNER
JAKE HERNANDEZ
JASON MARTIN
NEIL MCKNIGHT
PETER BOEHME
PHILLIP BAILEY
TIMOTHEE YERAMIAN



RAZE HELL

An oversized, full-color hardcover art book containing concept art and commentary from the development of *DOOM Eternal*, the next entry in the iconic first-person shooter series.

The newest chapter in the quintessential game franchise from id Software is here. Witness *DOOM Eternal*! This epic volume explores the art and development of the hotly anticipated sequel to the 2016 Game Award-winner for Best Action Game! Explore the twisted demonic invasion of Earth, the cultist UAC facilities, and plunge into otherworldly and unknown locations new to the *DOOM* universe. Admire the dangerous glimmering edges of the Slayer's arsenal and armor. Examine the ancient designs and breeds of Hell's soldiers and lords—all in gloriously designed full color images straight from the files of the game's artists themselves!

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